

"Everything's Jake"
1025-184
Final Board

Date 04/29/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/29/14
- ☒ Final Board

Adventure Time Created by
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Supervising Director
Cole Sanchez

Storyboard by
Seo Kim &
Somvilay Xayaphone

Animation Studio
RDK

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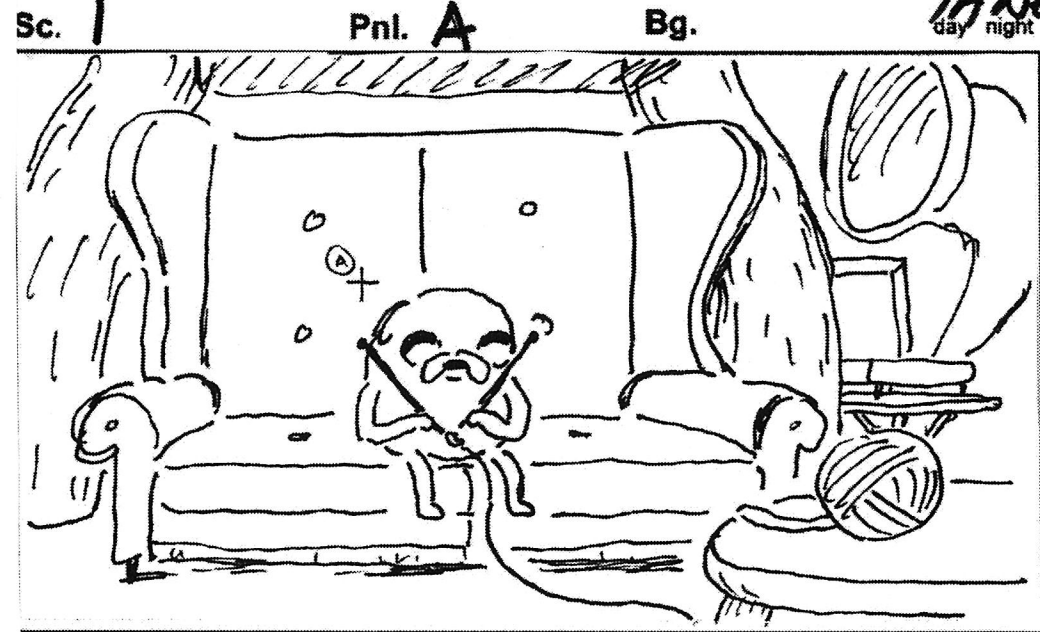
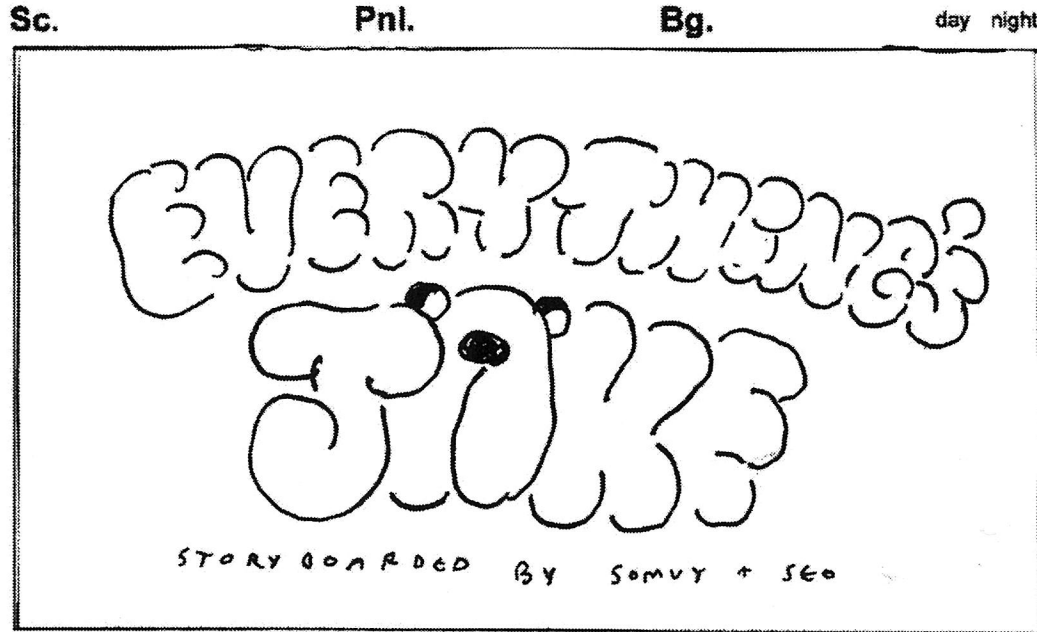
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ADVENTURE TIME



Page 1
1A NEXT
day night



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EPISODE #

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Production :

Dialog:

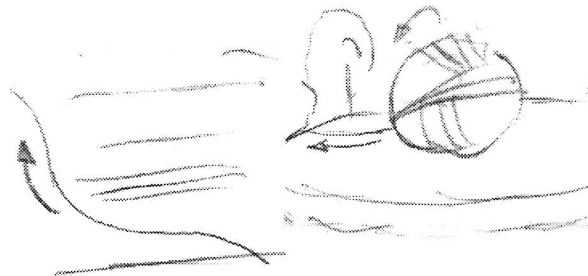
I: [HUMMING]

Action:

- JAKE IS KNITTING A TINY SOCK

(A) ↔ (B)
3x

Timing:



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ADVENTURE TIME



Page 1A

Sc. 1 *CONT*

Pnl. B

Bg.

day night

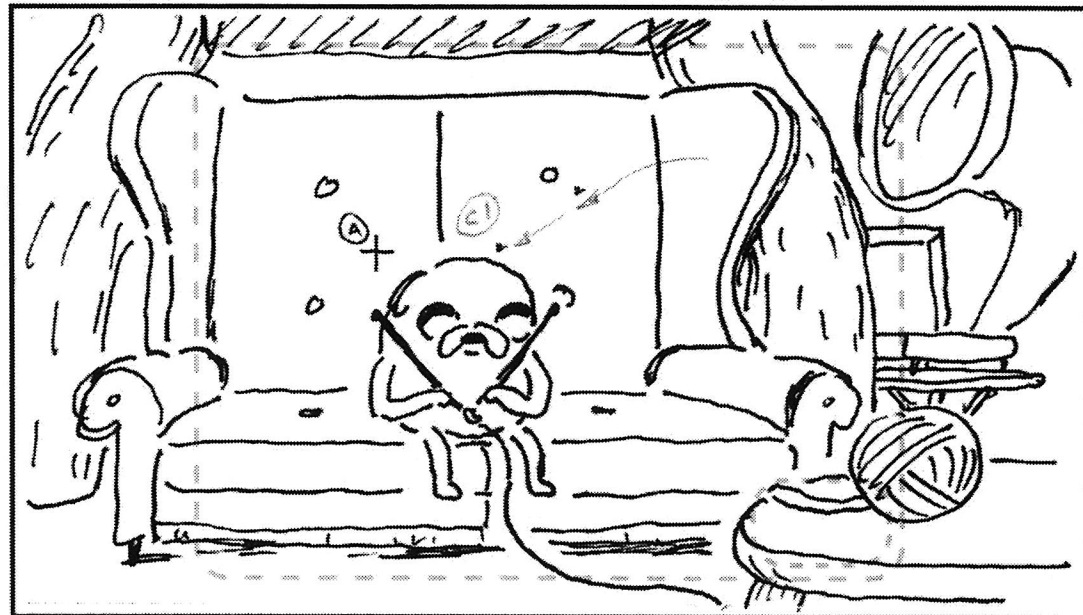


Sc. 1 *CONT*

Pnl. C

Bg.

2 NEXT



Ho cut

EPISODE # 1025-184

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Dialog:



J: *humming*



Action:

J knitting a tiny sock
a bug flies towards jake

Timing:

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Production:

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He
Cut

ADVENTURE TIME

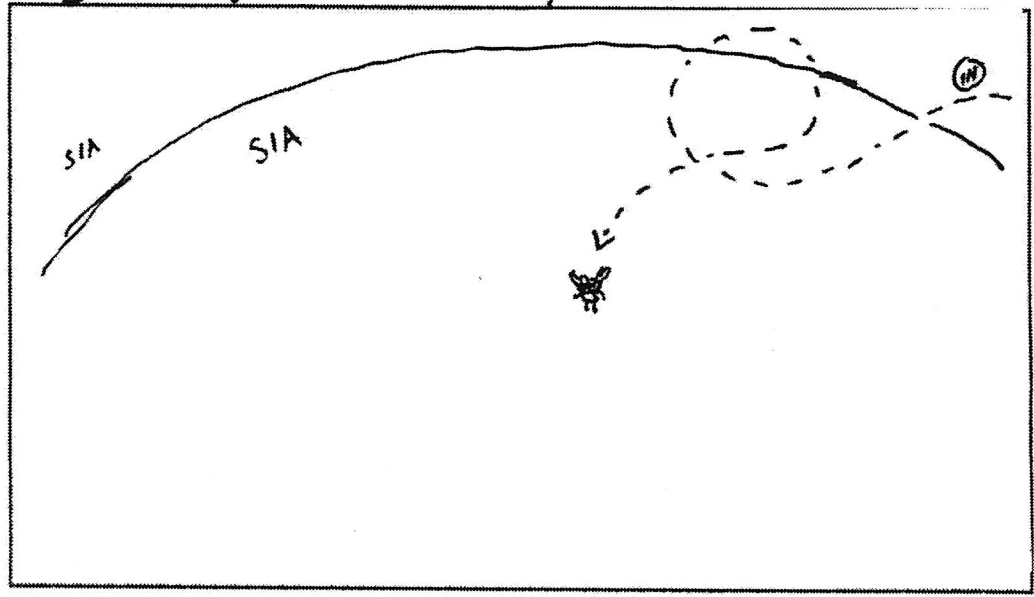


He
Cut

Sc. 2 Pnl. A Bg. day night



Sc. 2 cont Pnl. B Bg. day night



Dialog:	
Action:	- A BUG FLIES IN AND LANDS BETWEEN JAKE'S EYES
Timing:	

01 02 03

MM: 1222T!

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Production :

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Ho
Cut

ADVENTURE TIME



Page 3

Ho
Cut

Sc. 3

Pnl. A

Bg.

day night

Sc. 3 cont

Pnl. B

Bg.

day night

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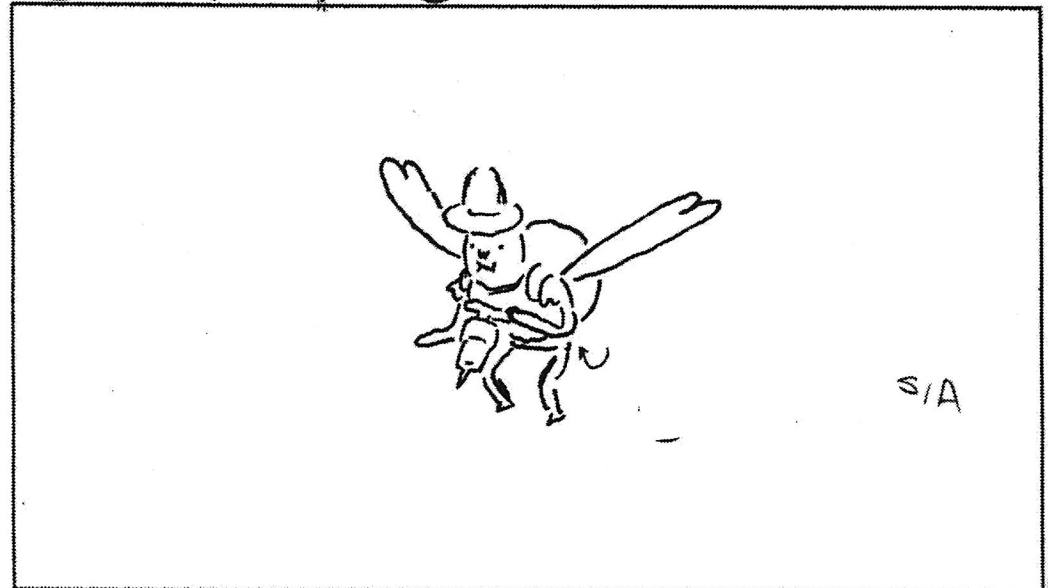
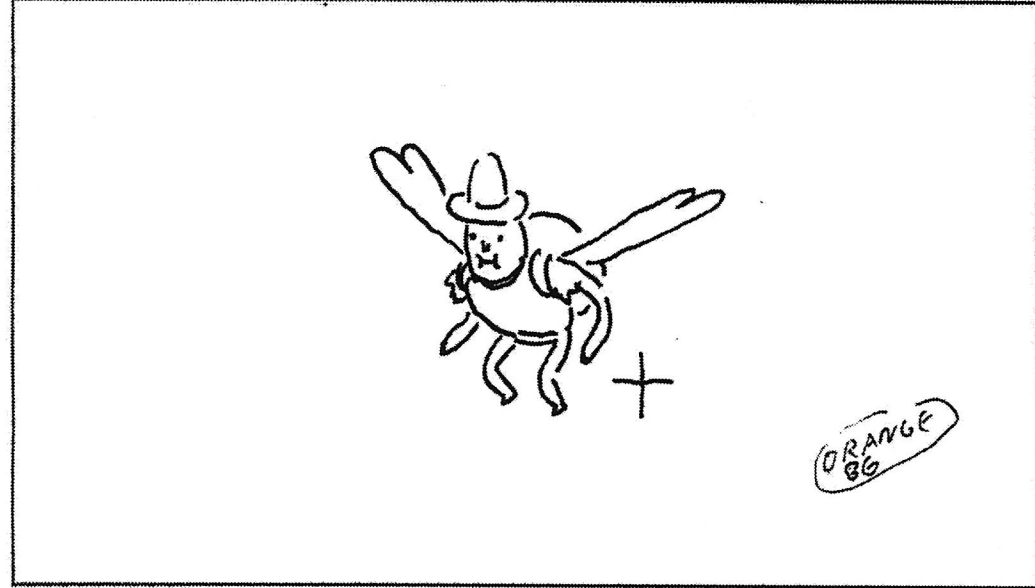
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1025/184

Production :

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Dialog:

Action:

- BUG (MAGIC MAN) TAKES
A PUMP OUT OF HIS BAG

Timing:



bug's (magic man)
wings move up and down



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Ho
Cut

ADVENTURE TIME



Ho
Cut

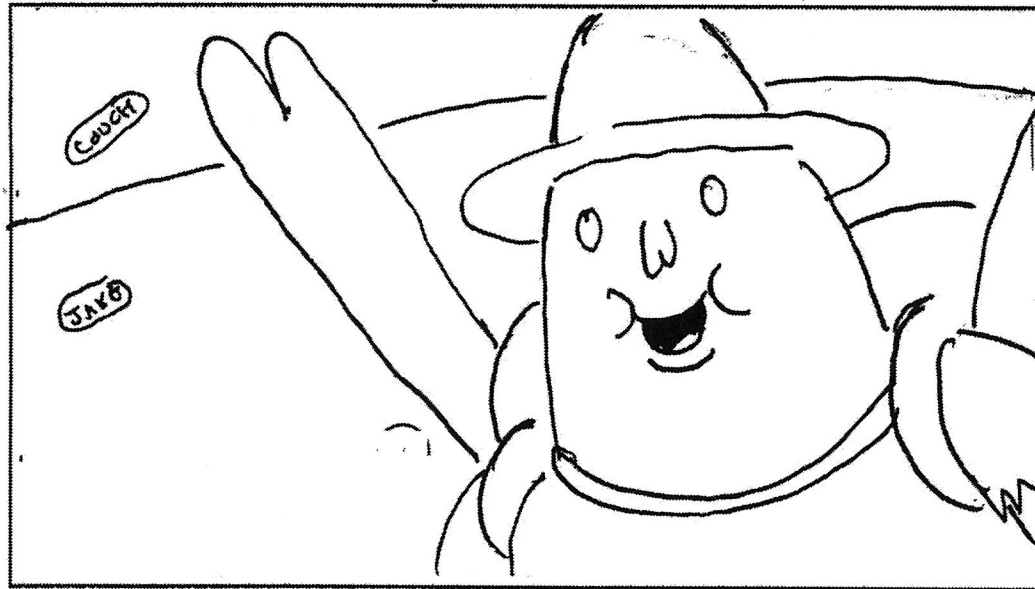
Page 4
day night

Sc. 4

Pnl. A

Bg.

day night

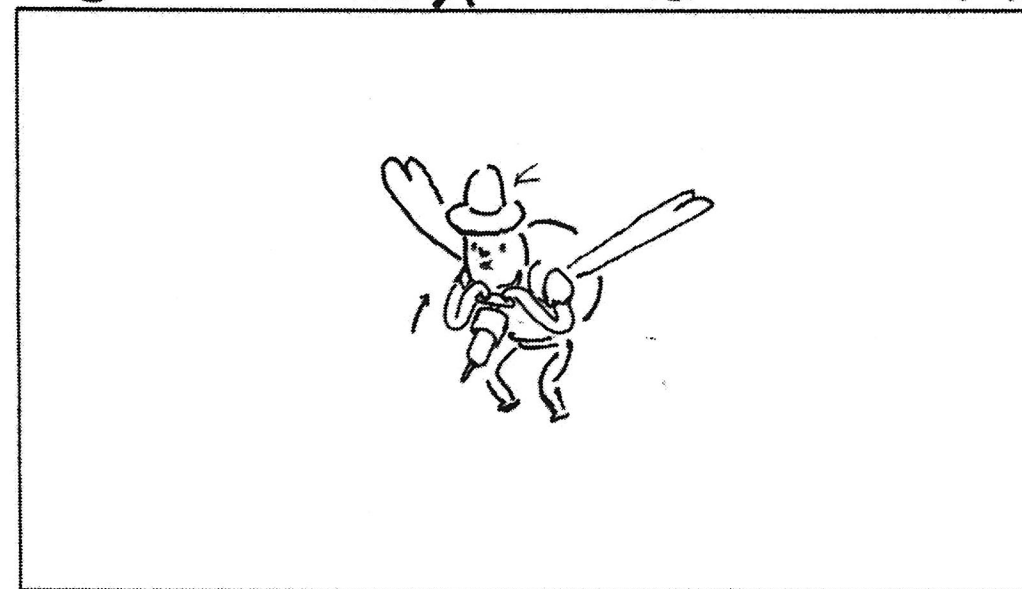


Sc. 5

Pnl. A

Bg.

day night



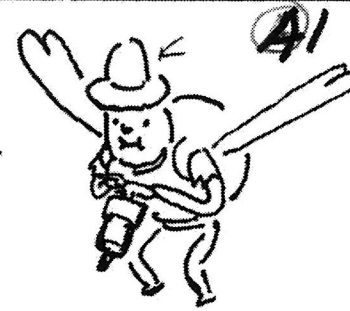
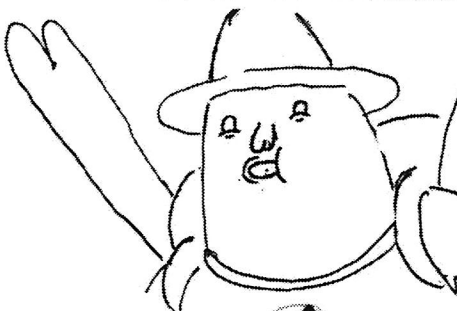
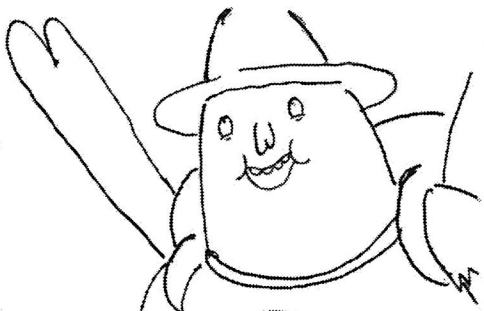
Dialog:

MM: THE WAFFLE DOLL MAY FALL
LEST YOU EAT THE YELLOW DOUGH

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Action:

Timing:



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Sc. 5 *CONT*

Pnl. B

Bg.

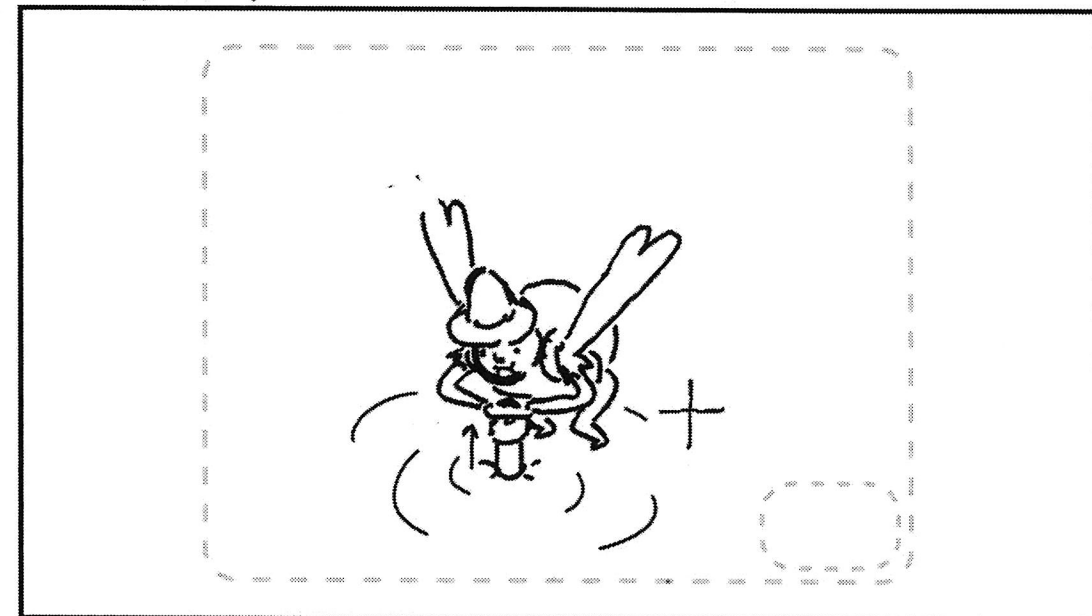
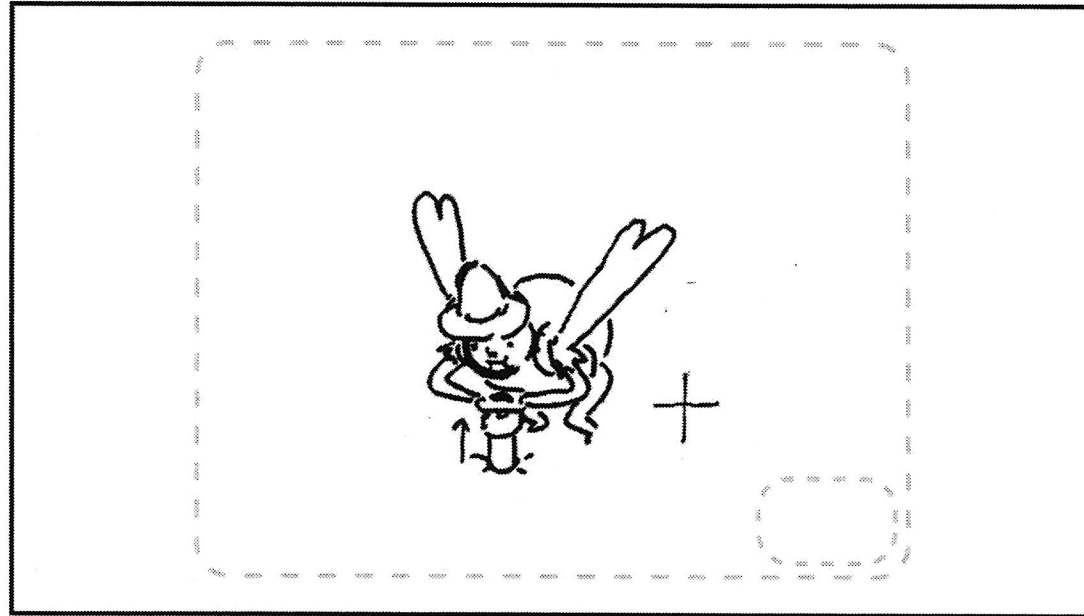
day night

Sc. 5 *CONT*

Pnl. C

Bg.

Page 5
JANEX
day night

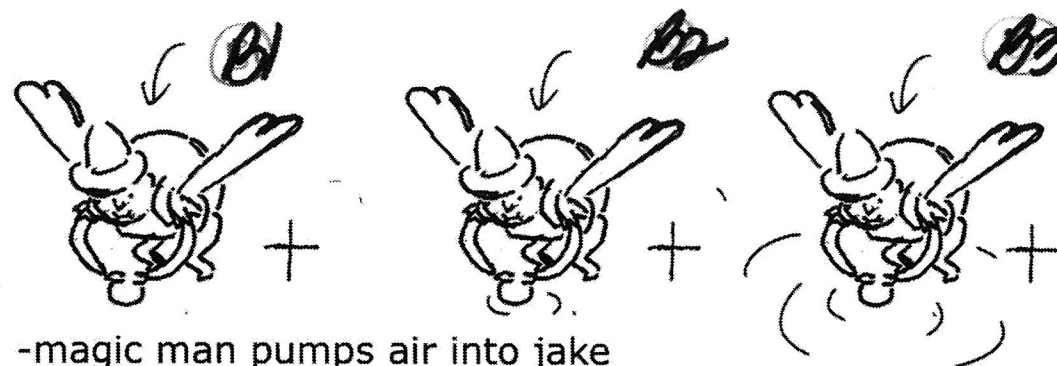


Dialog:

sfx: *fmp*

Action:

Timing:



-magic man pumps air into jake
-jake's flesh ripples outward



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Production:

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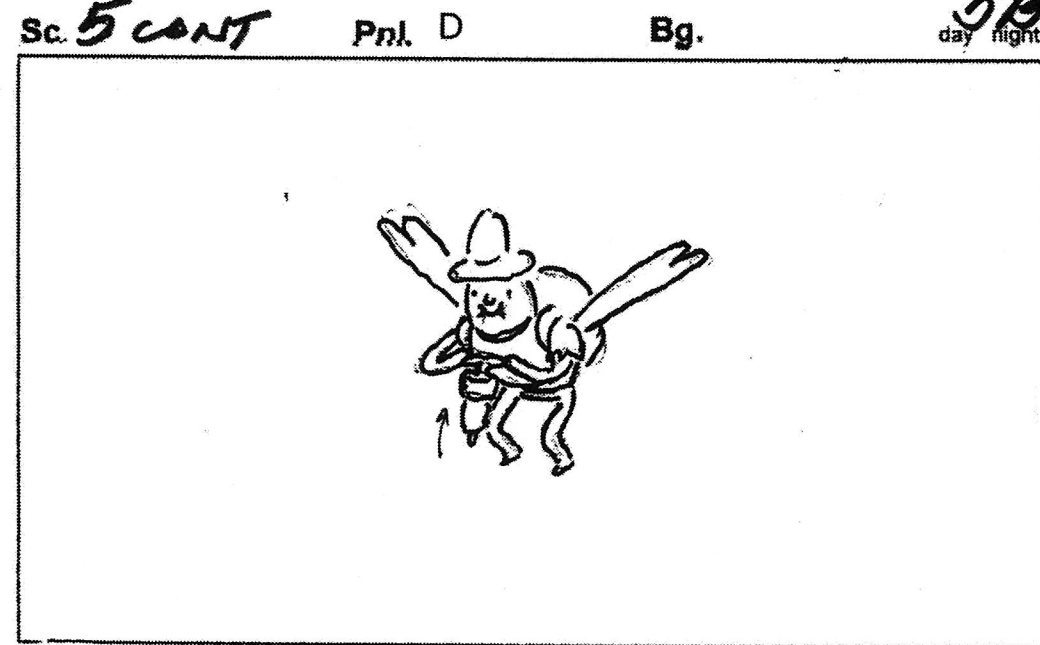
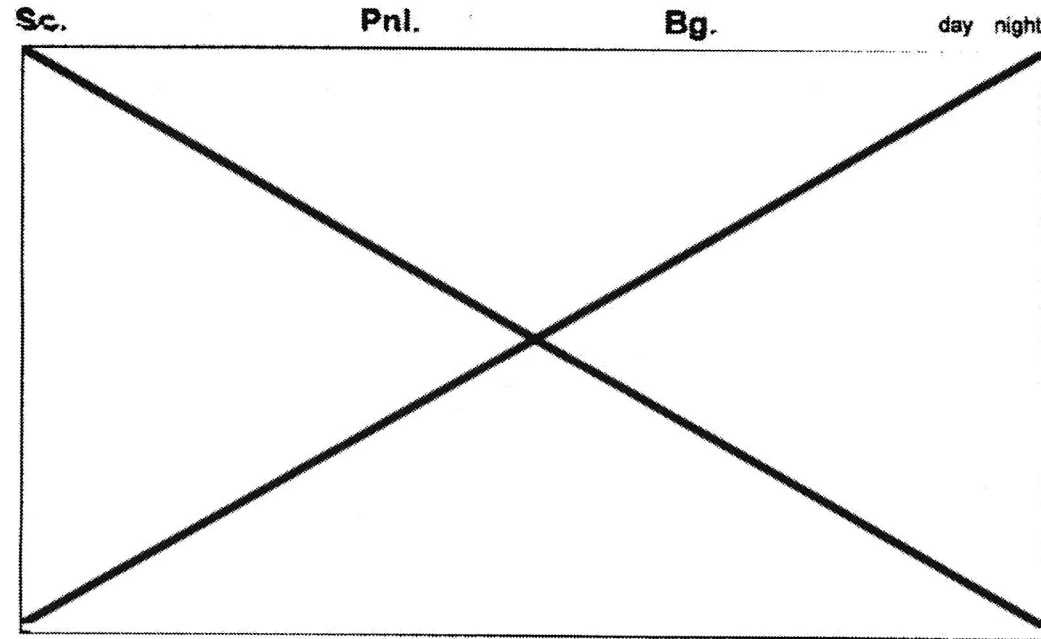
1025/184

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ADVENTURE TIME



Page ⁵ A
~~518~~ NEXT
 day night



Dialog:	
Action:	<p><u>MM</u>: BZZZZTT!</p> <p>(DI)</p> <p>- MM FLIES OFF</p>
Timing:	

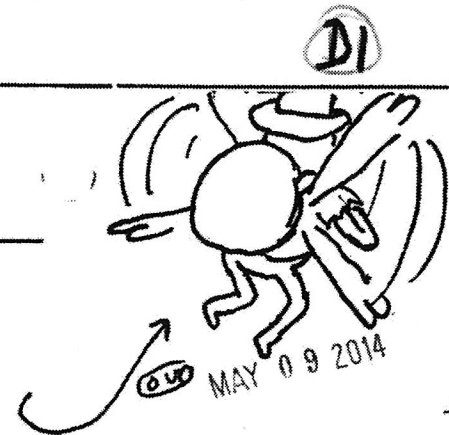
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Production :

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ADVENTURE TIME



the cut

Page 5B
day night **ONE**

Sc. 5 *CONT*

Pnl. E

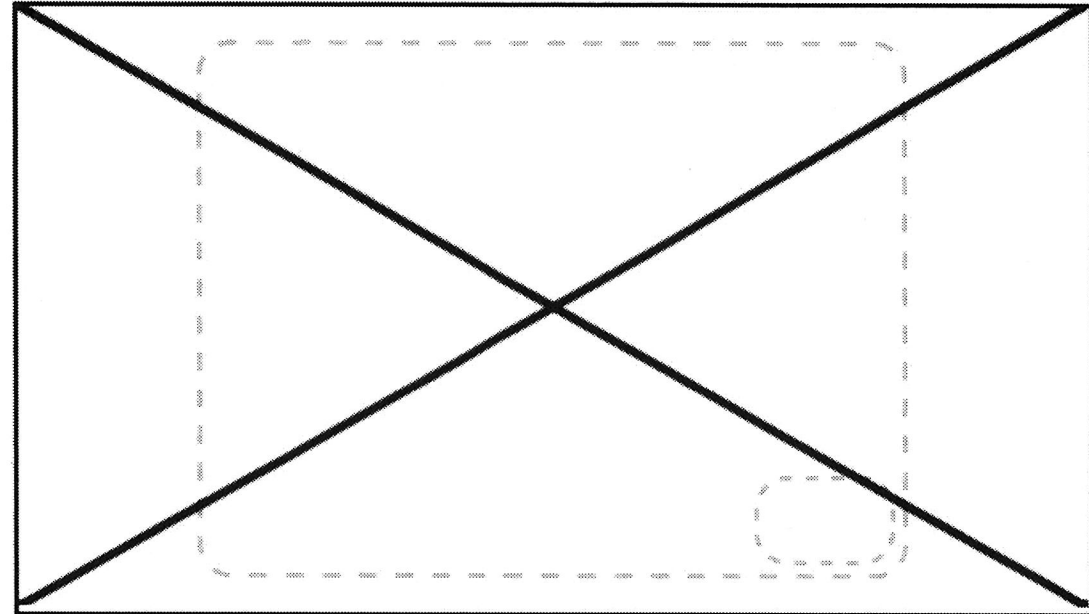
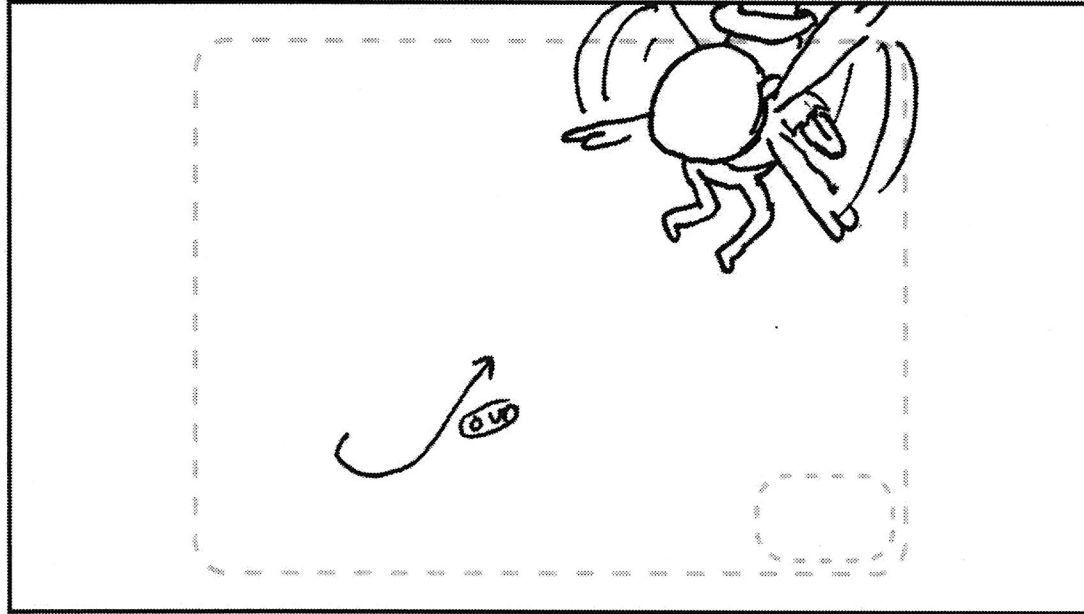
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

MM: bzzzztt!

Action:

-mm flies off

Timing:

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Production:

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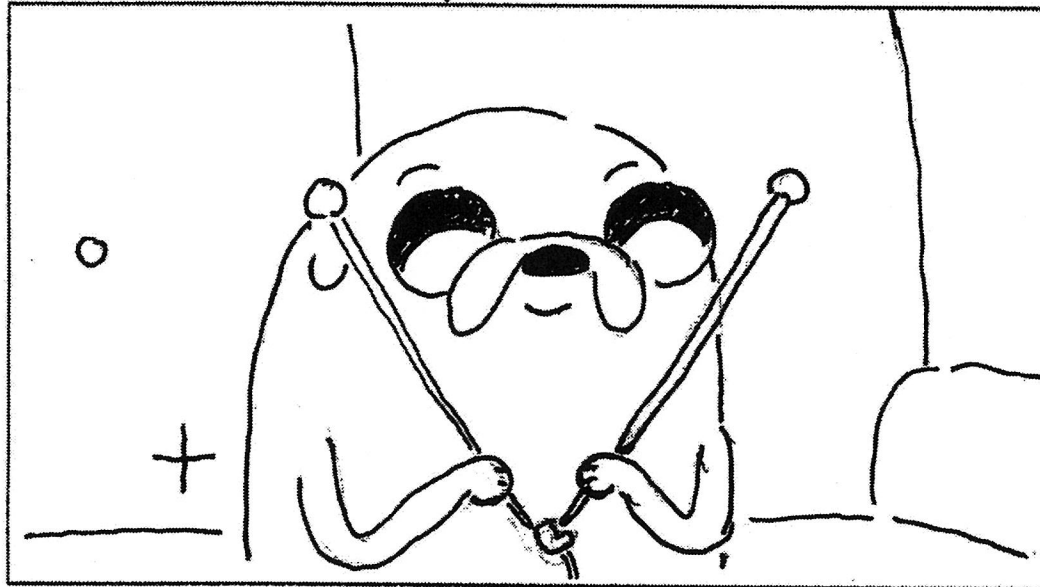
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ADVENTURE TIME



Page **6**

Sc. **6** Pnl. **A** Bg. day night



Sc. **6 CONT** Pnl. **B** Bg. day night



Dialog:

↓ [HUMMING]

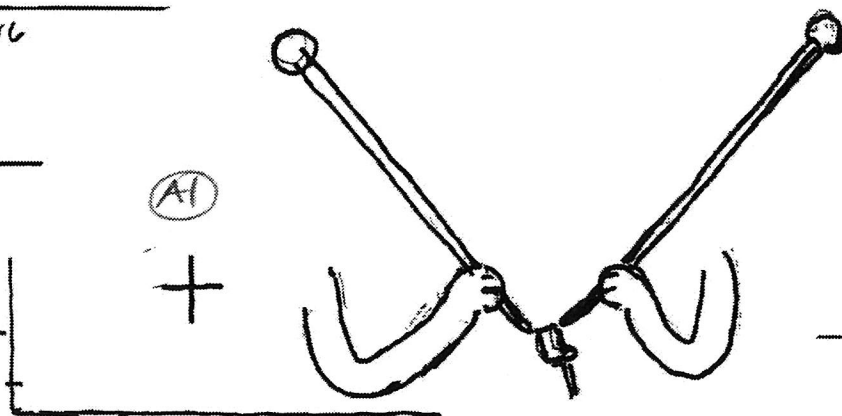
J: [HUMMING DIES OUT]

Action: - JAKE KNITTING

- J INSTANTLY TURNS SLEEPY
- STOPS KNITTING

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Timing:



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Page 7

Sc. Pnl. Bg. day night

Sc. 6 CONT Pnl. C Bg. day night

Dialog:	J: mmm ...
Action:	- PUTS DOWN KNITTING NEEDLES
Timing:	MAY 09 2014

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ADVENTURE TIME



Page 8

Sc. 6 CONT Pnl. D

Bg.

day night



Sc. 6 CONT Pnl. E

Bg.

day night



Cat

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Production :

Dialog:

Action:

J RUBS HIS EYES

Timing:

J: I'U ... I'LL FINISH THIS LATER.
(GROGGY)



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Cut

ADVENTURE TIME



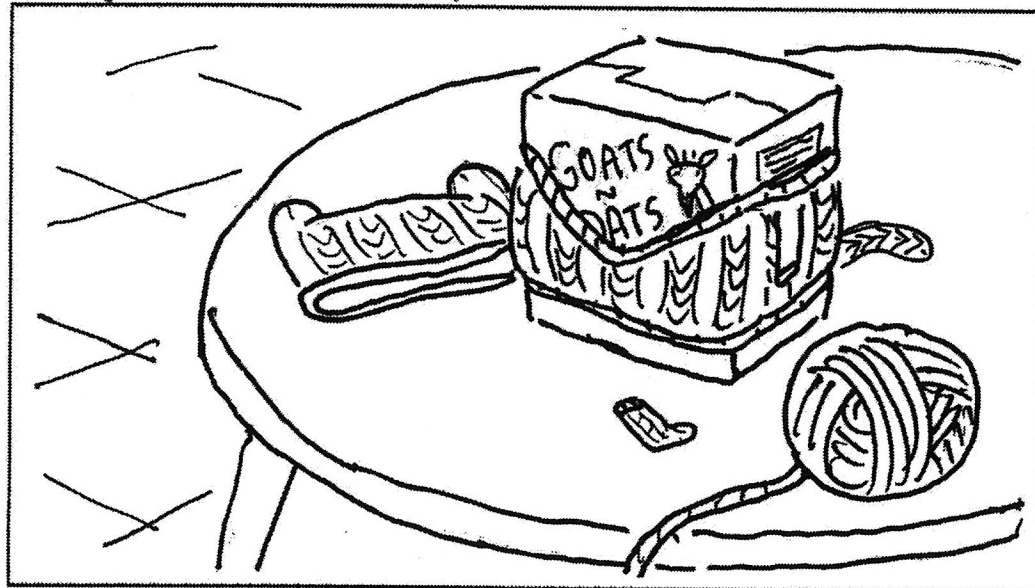
Cut

Sc. 7

Pnl. A

Bg.

day night

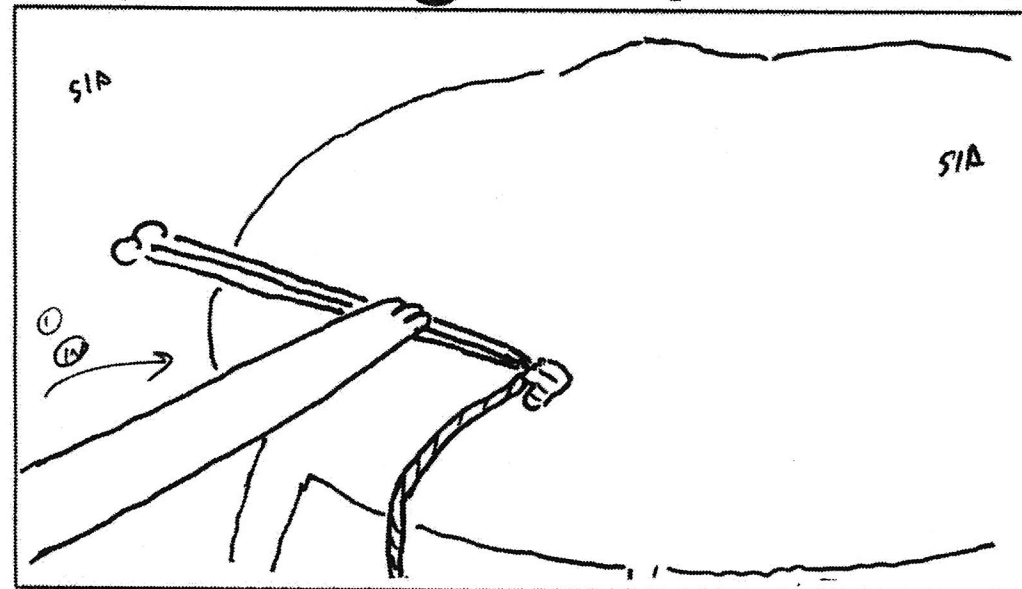


Sc. 7 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- J PUTS THE SOCK
DOWN BESIDE OTHER
BMO-SIZED KNITWEAR

Jake's arm goes back out after he puts down sock

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cut

ADVENTURE TIME



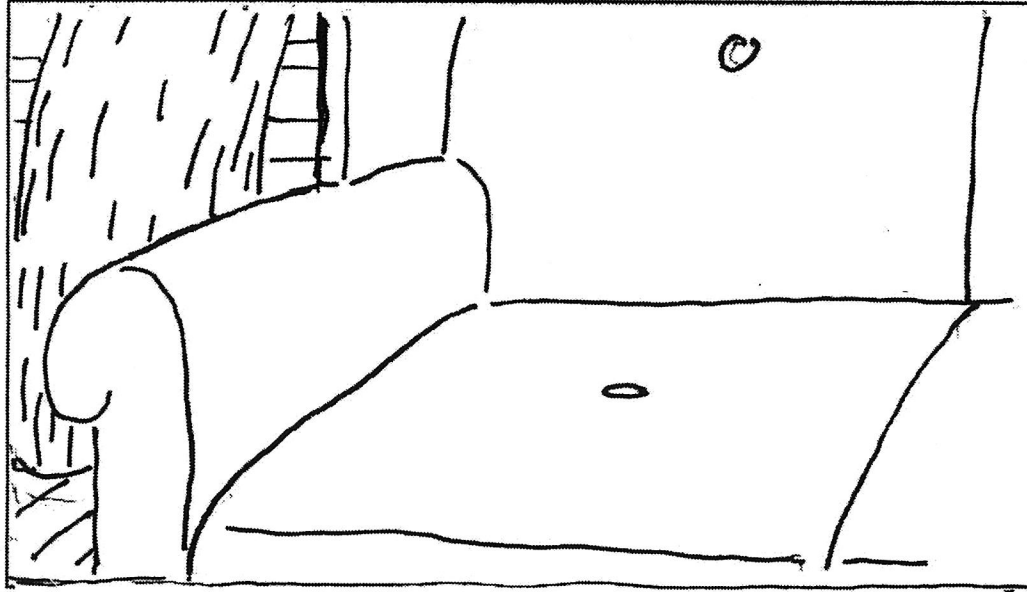
Page 10

Sc. 8

Pnl. A

Bg.

day night



Sc. 8 CONT

Pnl. B

Bg.

day night



Dialog:

J: UHH...

J: SO TIRED...

Action:

-J COLLAPSES ON THE
COUCH

Timing:



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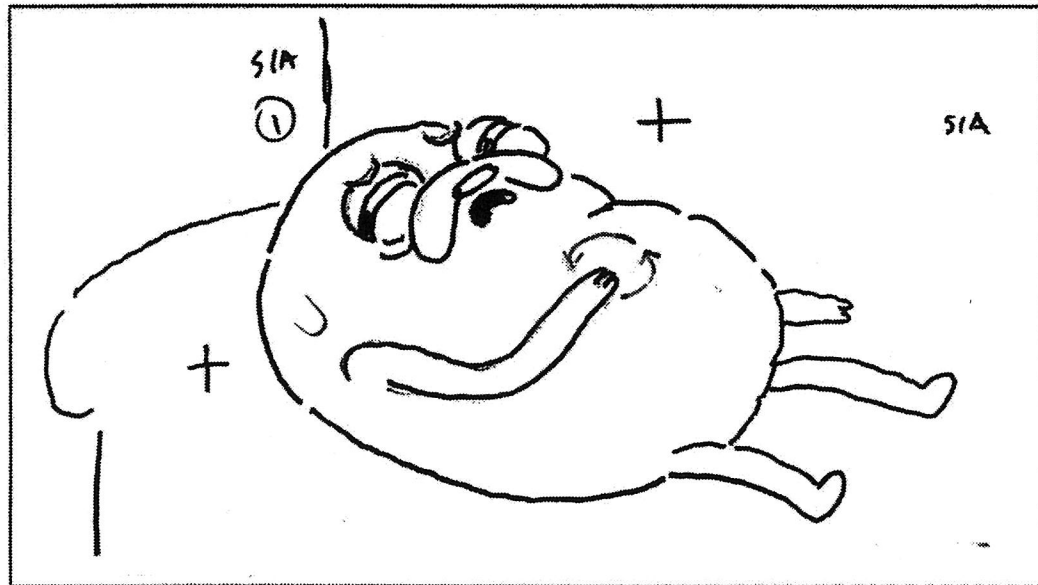


Page **11**
day night

Sc. **8 CONT** Pnl. **C**

Bg.

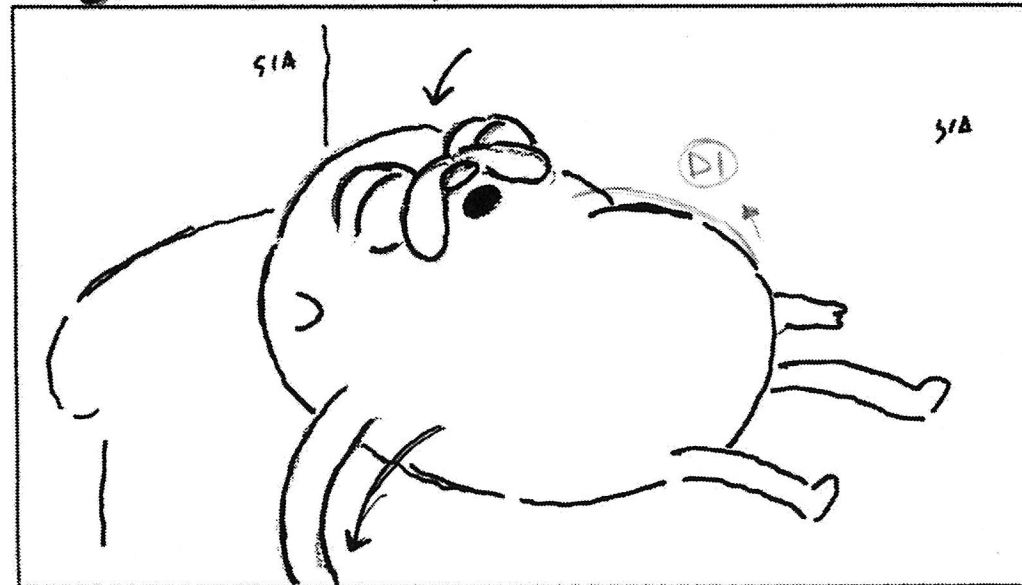
day night



Sc. **8 CONT** Pnl. **D**

Bg.

day night



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Production :

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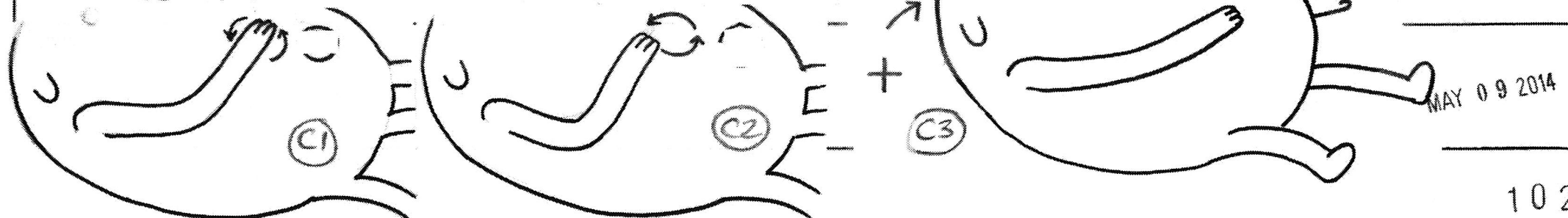
Dialog:

J: ① BUT ALSO... HUNGRY...
② MAYBE I SHOULD EAT SOME-

Action:

- J RUBS HIS BELLY
- J'S EYES START TO QUIVER

CYCLE:



1025/184

Ho
Cm

ADVENTURE TIME



Page 12

Sc. 9

Pnl. A

Bg.

day night



Sc. 9 CONT

Pnl. B

Bg.

day night



Dialog:

F: [INHALES DEEPLY]

F: [SLOW EXHALE]

Action:



Timing:

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ADVENTURE TIME



Page 13

He
Cut

Sc. 9 CONT Pnl. C Bg. day night



Sc. 9 CONT Pnl. D Bg. day night



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Production :

Dialog:	Z: [CONT EXHALE] ~~~~~→	
	SFX: * SQUISHH *	
Action:	- FACE STARTS DROOPING/SUDING DOWN	- FACE KEEPS SUDING.
Timing:	MAY 09 2014	

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HO
Cut

ADVENTURE TIME



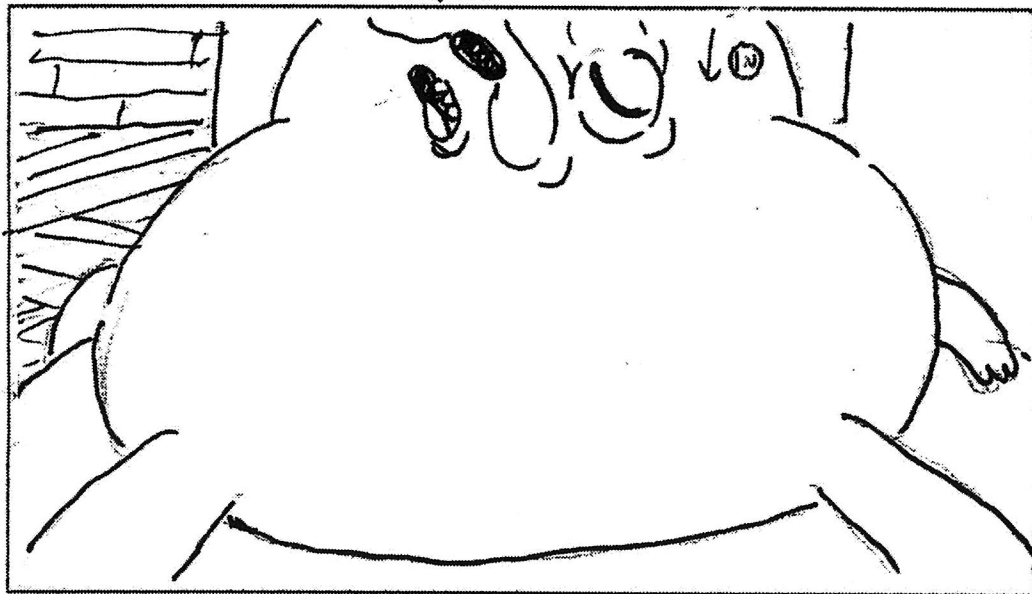
Page 14

Sc. 10

Pnl. A

Bg.

day night

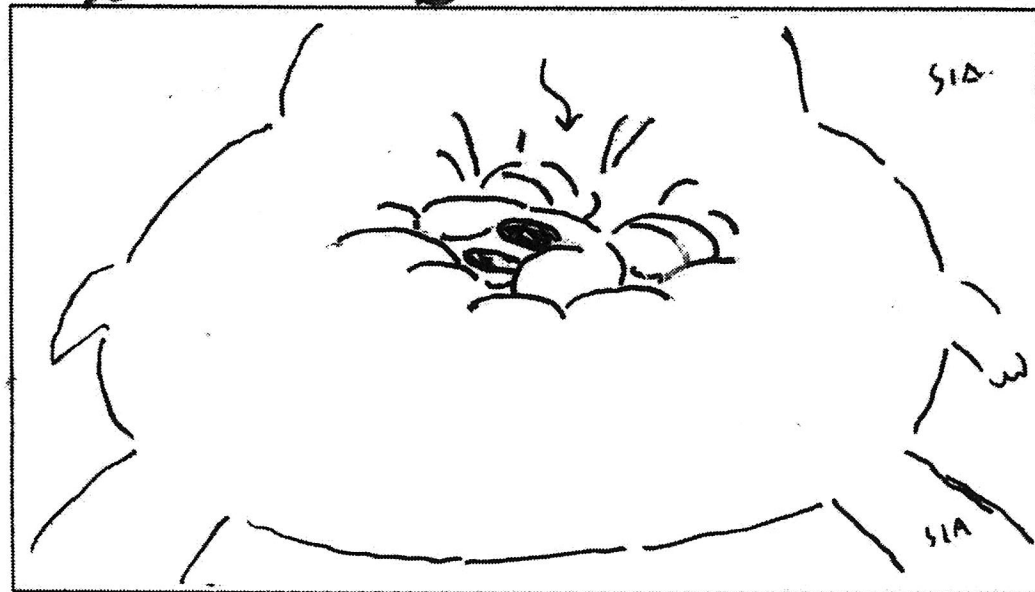


Sc. 10 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- FACE SLIDES DOWN ON/S

- RESTS AT JAKE'S TUMMY AND STARTS
SINKING INTO IT

Timing:

AI



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Production :

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ADVENTURE TIME



the cut

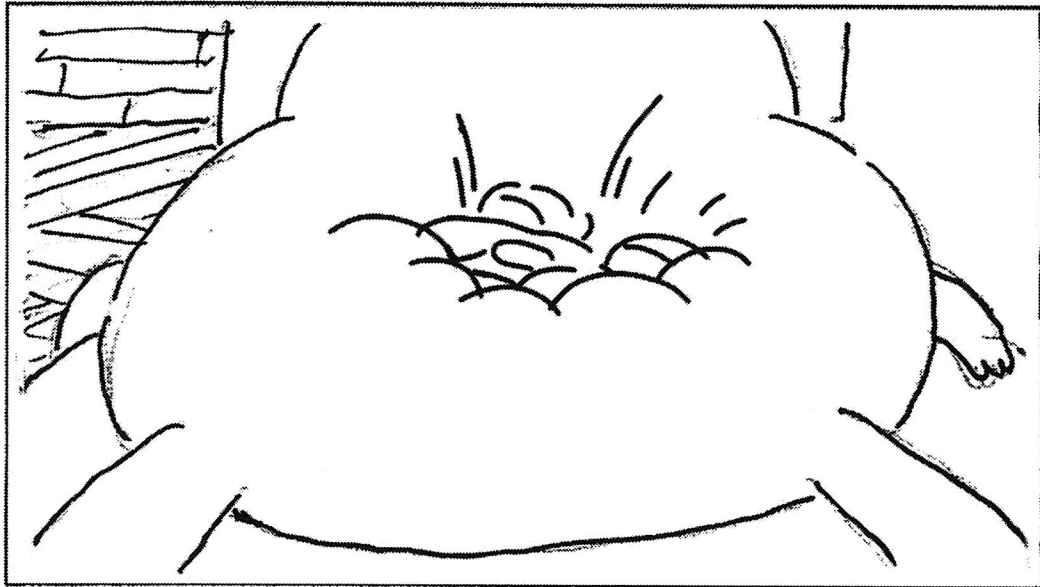
Page 15

Sc. 10 CONT

Pnl. C

Bg.

day night



Sc. 11

Pnl. A

Bg.

day night



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Production :

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Dialog:

Action:

- SINKS MORE

Timing:



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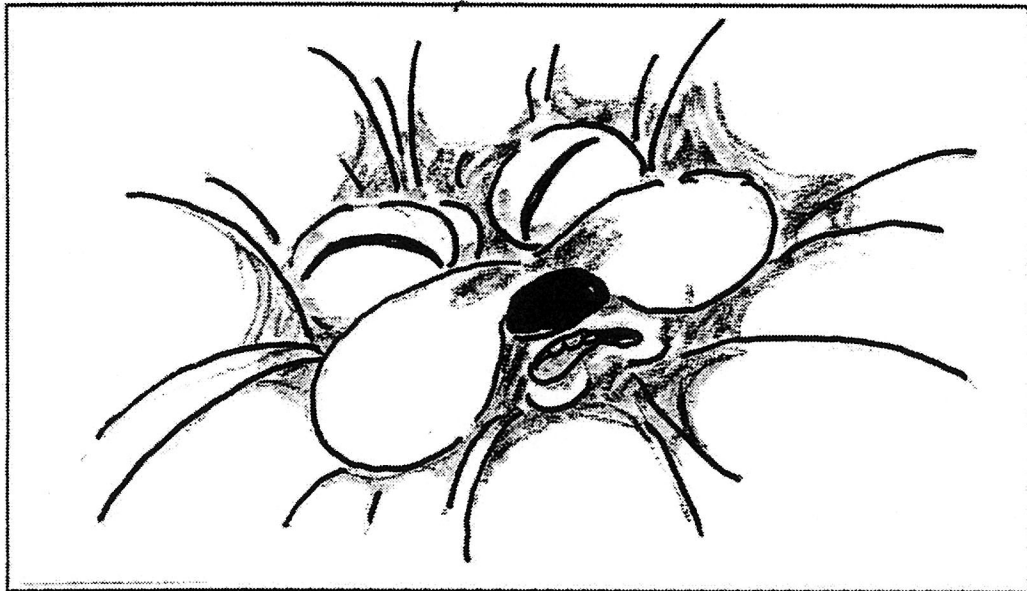
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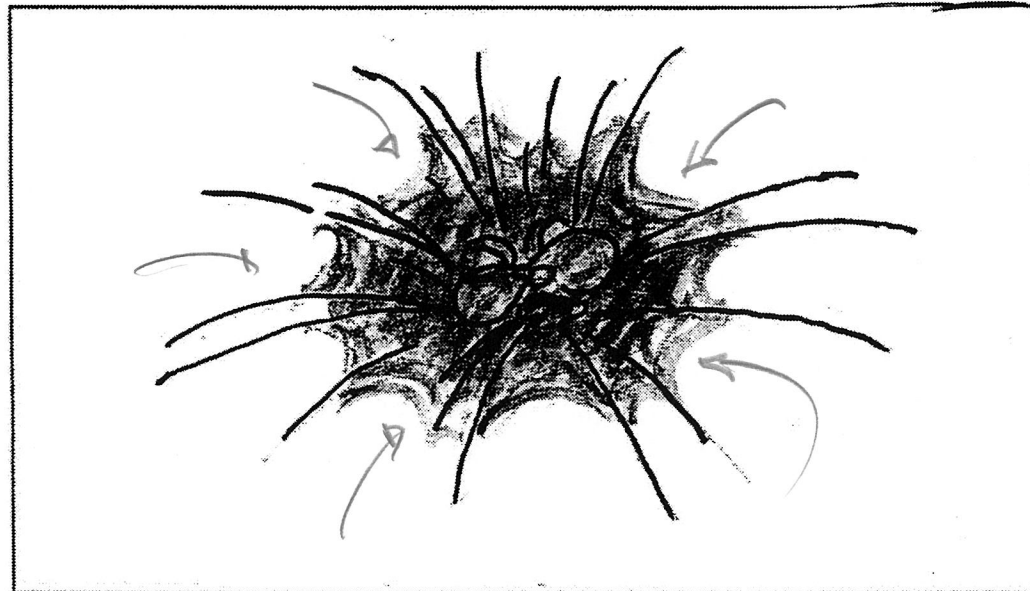


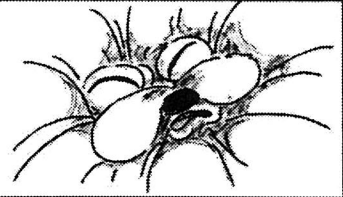
Page 16

Sc. 11 CONT Pnl. B Bg. day night



Sc. 11 CONT Pnl. C Bg. day night



Dialog:	 (B1)
Action:	- JAKE'S FACE SINKS DEEPER AND DEEPER, GETTING SMALLER AND SMALLER CAUSING A CRATER →
Timing:	

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Production :

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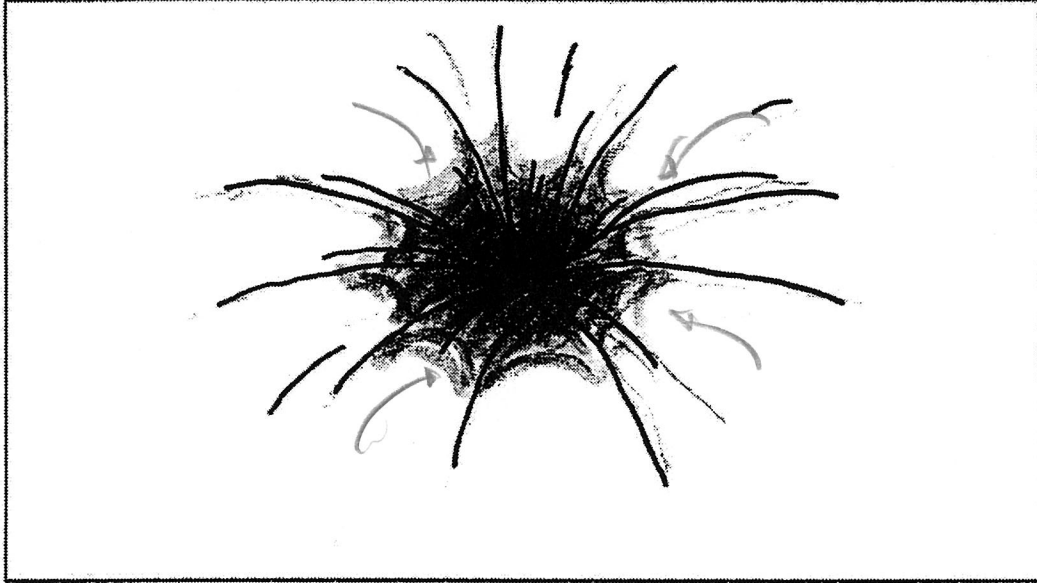
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ADVENTURE TIME



Page 17

Sc. 11 CONT Pnl. D Bg.



day night

Sc. 11 CONT Pnl. E Bg.

day night



Dialog:

Action:

- FACE SINKS DEEP INTO CRATER UNTIL OUT OF SIGHT - TRUCK INTO CRATER

Timing:

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Production :

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ADVENTURE TIME



Hu
Cut

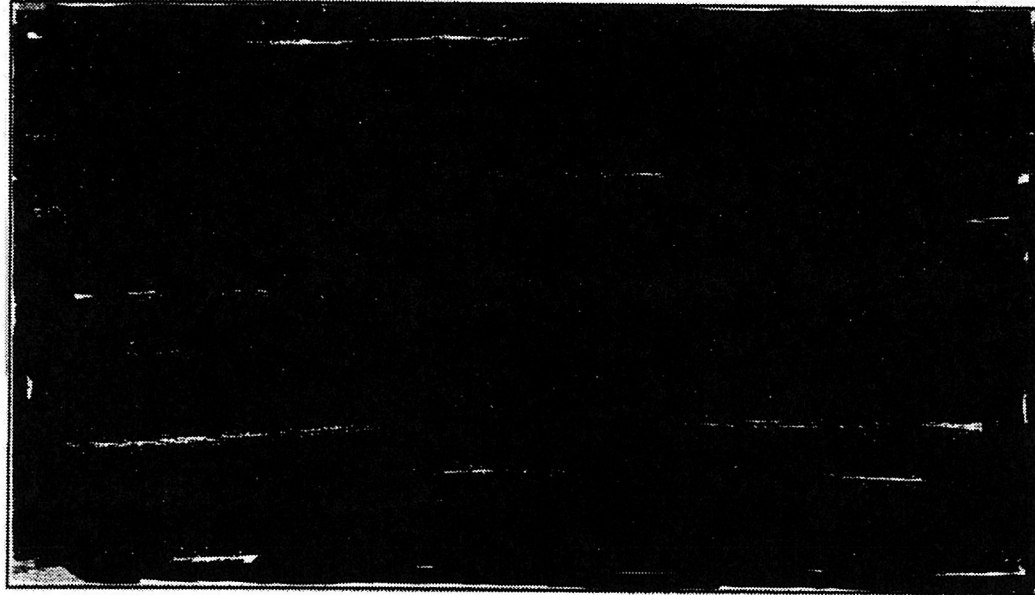
18

Page _____
day night

Sc. 11 CONT Pnl. F

Bg.

day night

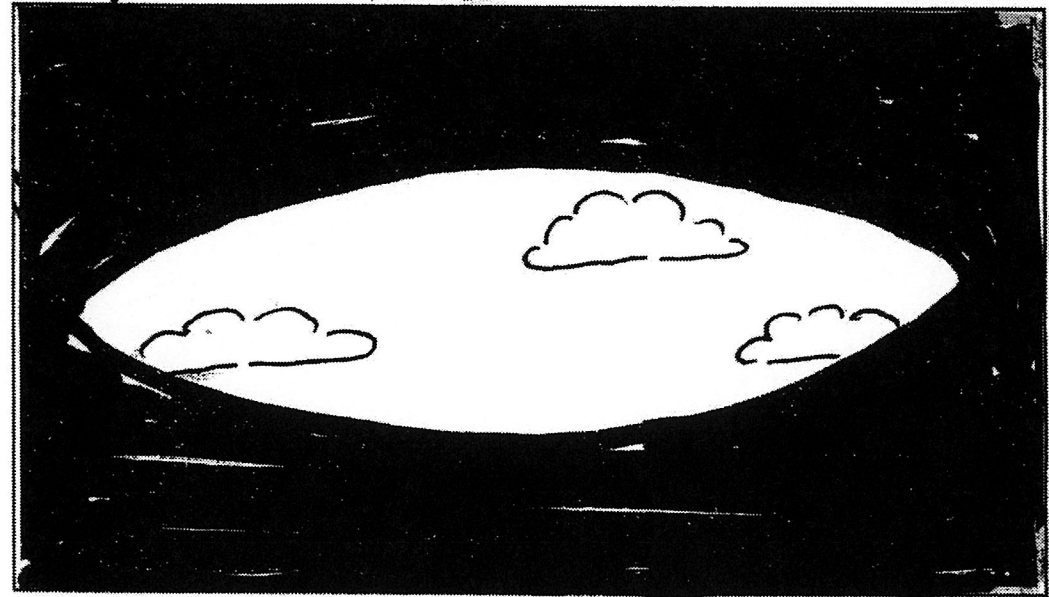


Sc. 12

Pnl. A

Bg.

day night



EPISODE # 1025-184

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Production :

Dialog:

I: (GROAN)

Action:

FADG TO BLACK

← EYE SHAPE OPENS UP REVEALING A FLAT ORANGE SKY
WITH ORANGE CLOUDS

Timing:

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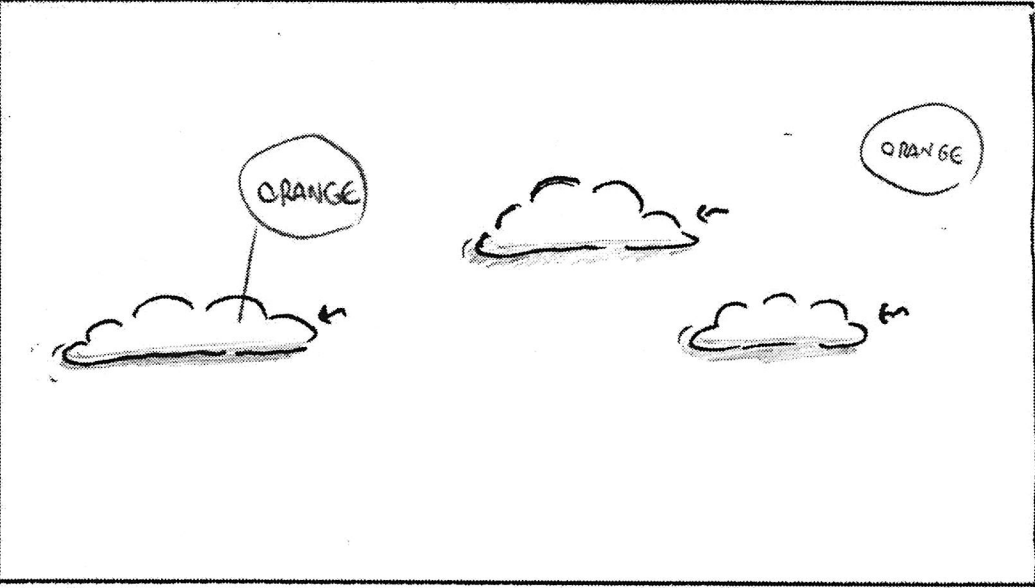
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ADVENTURE TIME



Cut

Sc. 12 CONT Pnl. B Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:
↓: EH?
Action: JAKE CLOUDS FLOAT SLOWLY ACROSS JAKE-SKY,
Timing:

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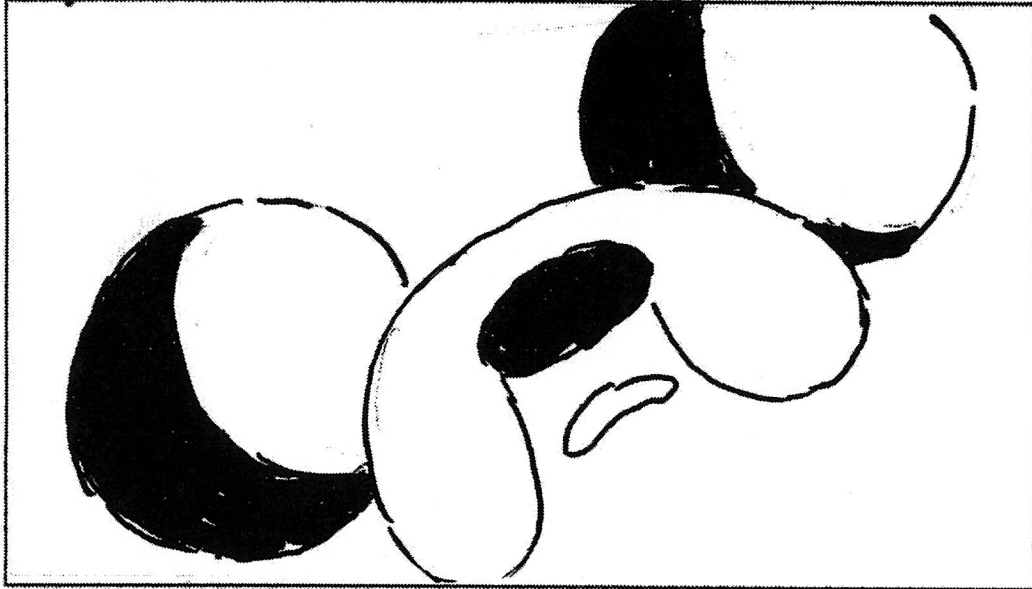
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ADVENTURE TIME



Page 20

Sc. 13 cont Pnl. B Bg. day night



Sc. 13 cont Pnl. C Bg. day night



Dialog:

Action: - JACK PEERS RIGHT

- PEERS LEFT

Timing:

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Handwritten: Hu Cont

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HW
cut

ADVENTURE TIME



21
Page

HW
cut

Sc. 14

Pnl. A

Bg.

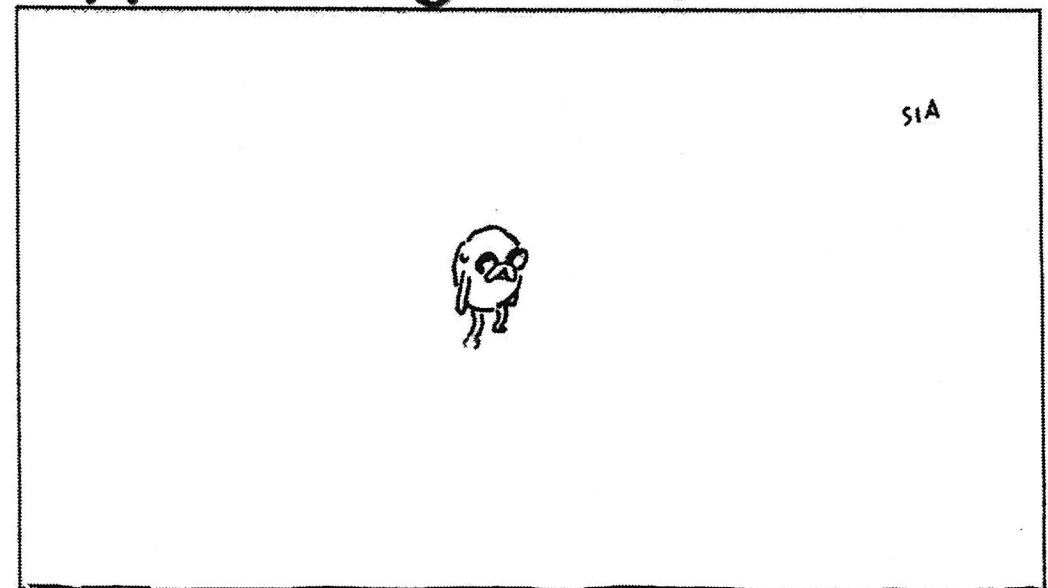
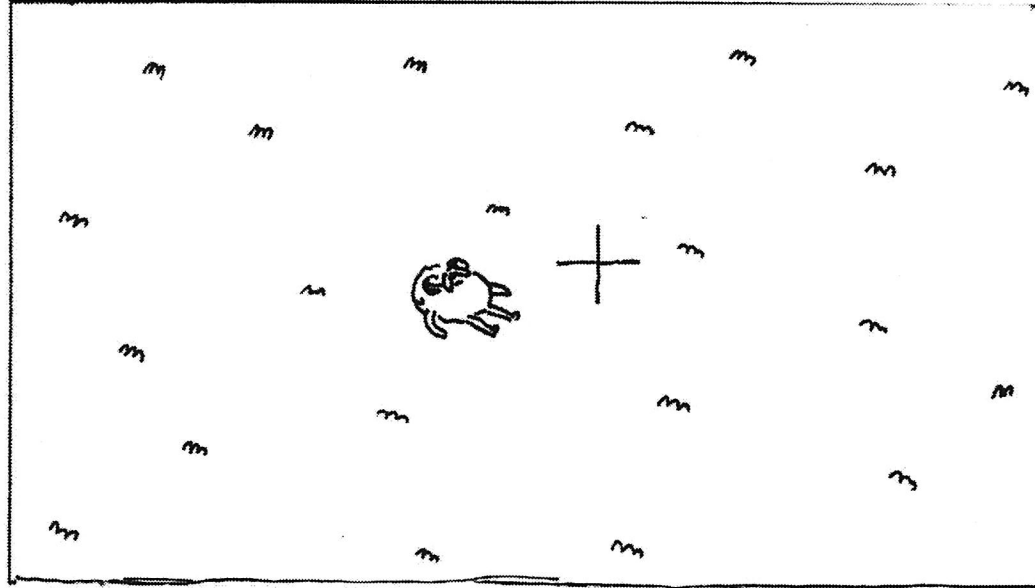
day night

Sc. 14 CONT

Pnl. B



Bg.

day night



Dialog:
J: uh...

Action:
- J STANDS UP

Timing:
AH +  + 

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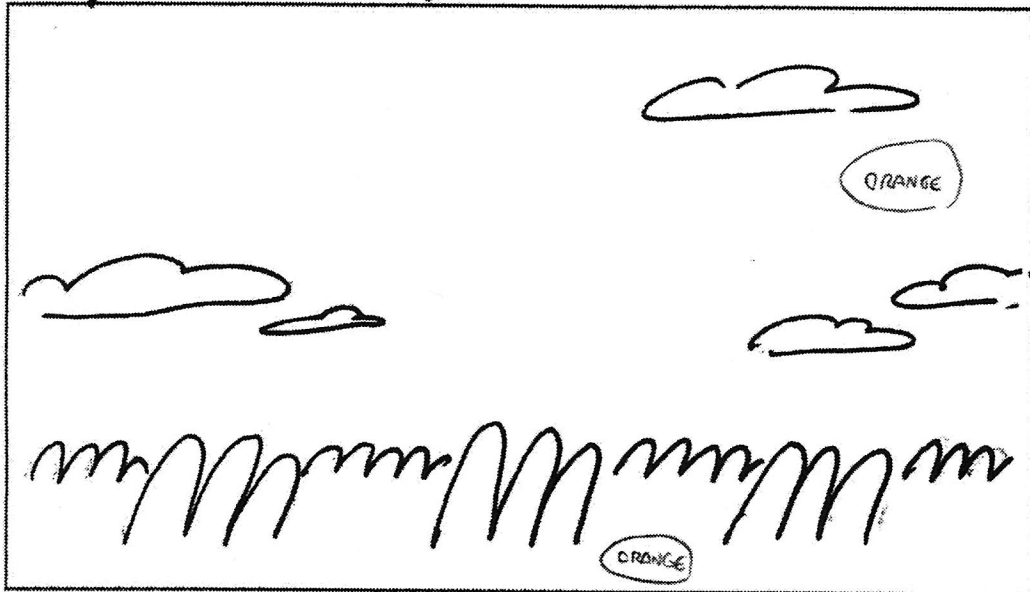
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Sc. 15

Pnl. A

Bg.

day night

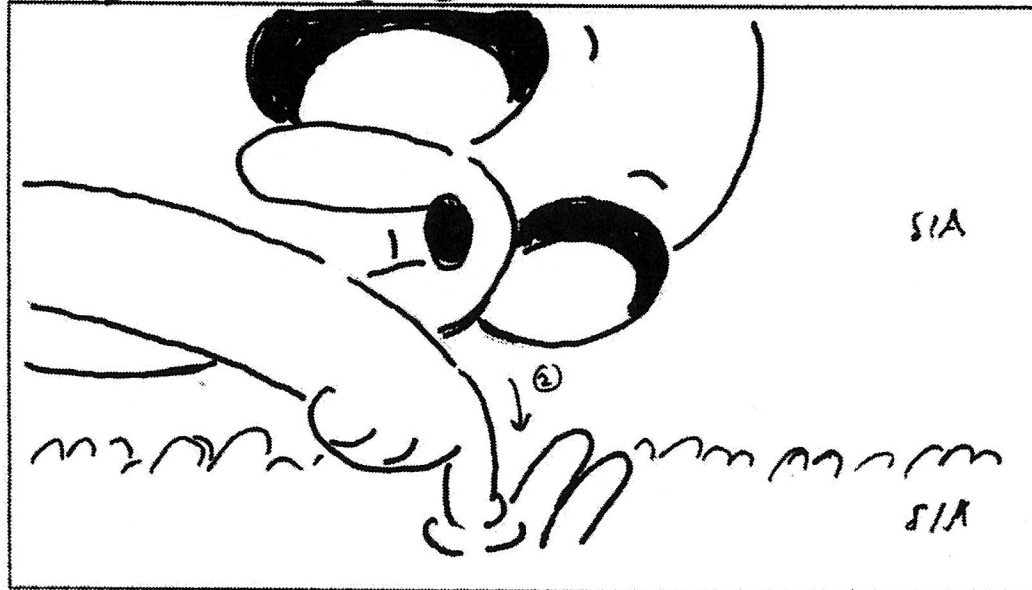


Sc. 15 CONT

Pnl. B

Bg.

day night



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Production :

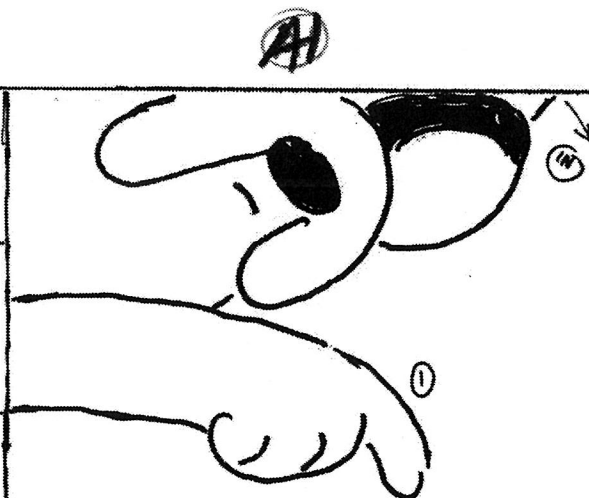
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Dialog:

Action:

Timing:



SFX: POIT

- J LEANS DOWN ON/S
PRESSSES DOWN A ^{ROTUND} BLADE OF GRASS WITH
HIS FINGER, THE BLADE SMUSHES DOWN,
SORT OF MERGING WITH HIS FINGER

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ADVENTURE TIME



cut

23

Page

Sc. 15 CONT Pnl. C

Bg.

day night

Sc. 16

Pnl. A

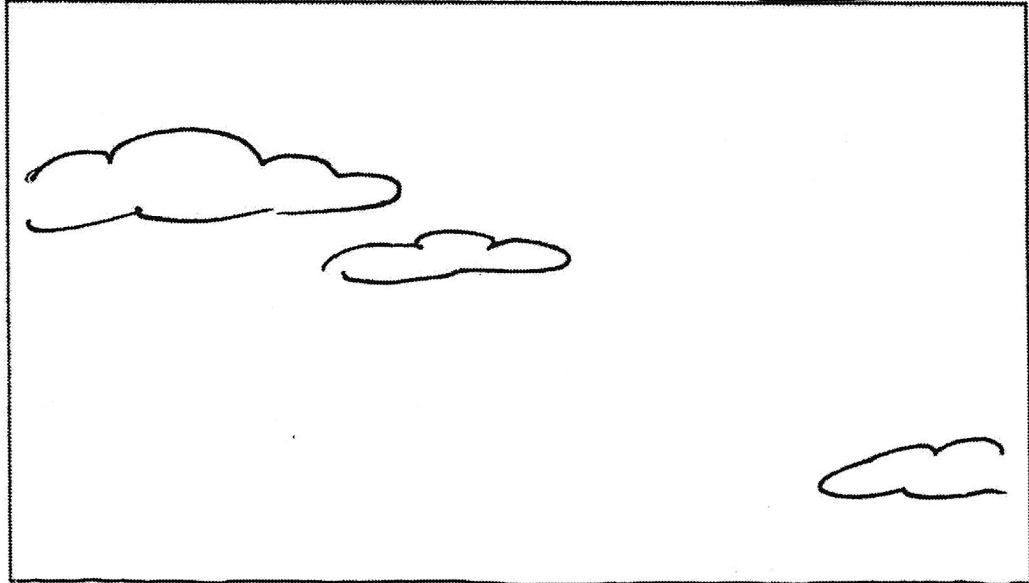
Bg.

day night



SIA

SLR



1025-184

EPISODE #

1025/184

Production :

Dialog:

J : HUH .

Action:

- J LIFTS HIS FINGER AND THE
BLADE POPS BACK TO IT'S ORIGINAL
FORM

Timing:

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Page 24

Sc. 16 CONT Pnl. B

Bg.

day night



SIA

Sc. 16 CONT Pnl. C

Bg.

day night



SIA

Hu
cut

1025-184

EPISODE #

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Dialog:

J: HNH...
EVERYTHING'S MADE O'...

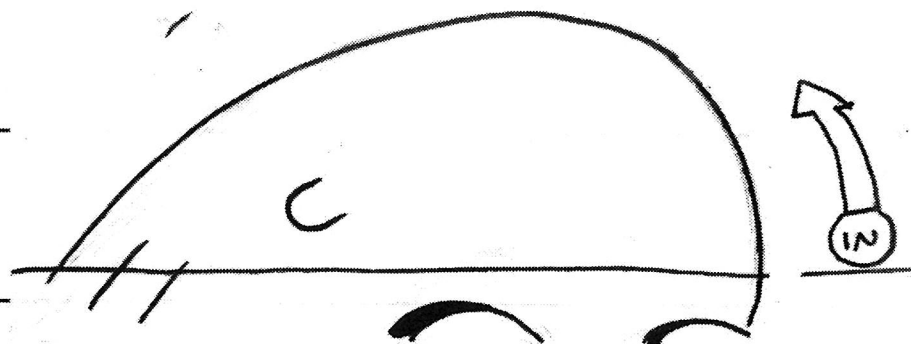
J: ... ME

(AUT) JAKE...

Action:

- J. STANDS UP.

Timing:



MAY 09 2014

Production :

1025/184

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Ho
Cut

ADVENTURE TIME



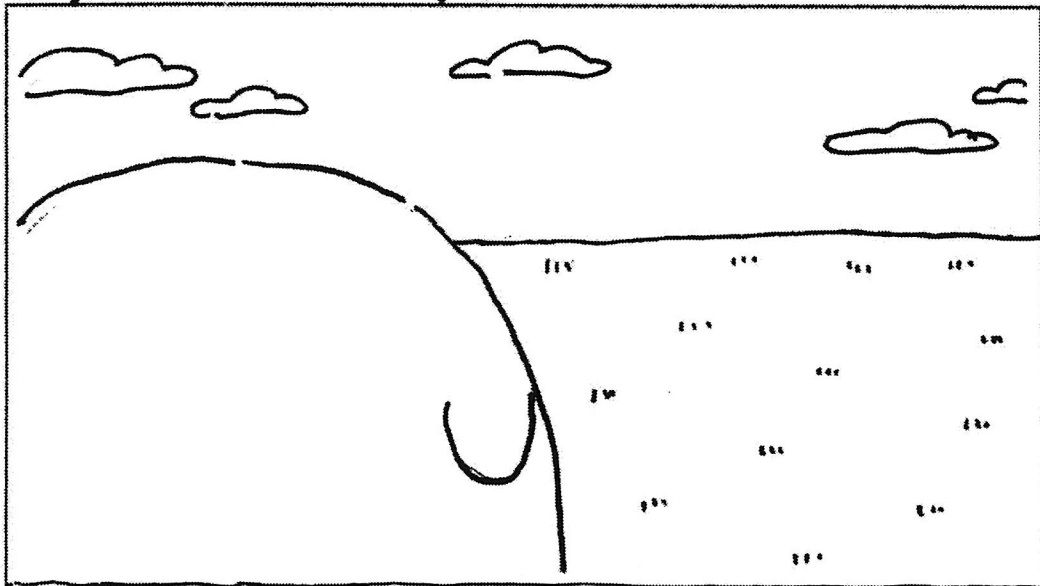
Page 25

Sc. 17

Pnl. A

Bg.

day night

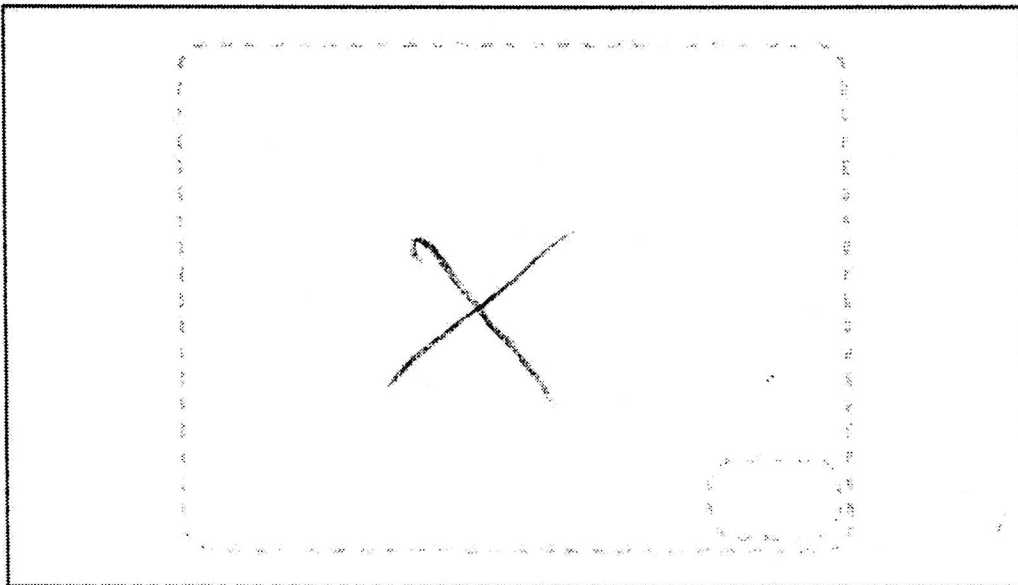


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * SQUISHING *

Action:

-J LOOKING AT HORIZON

Timing:

MAY 09 2014

EPISODE # 1025-184

Production :

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ADVENTURE TIME



Page **26**

Sc. **17 CONT**

Pnl. **B**

Bg.

day night

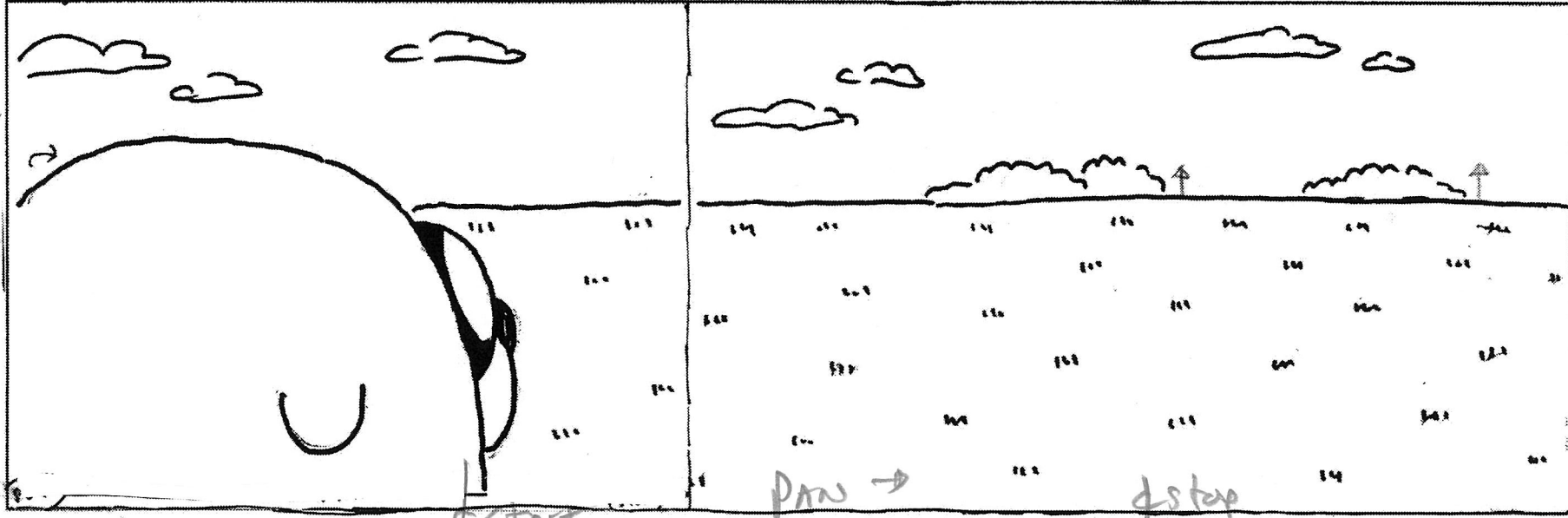
B1

Cut

1025-184

EPISODE #

1025/184

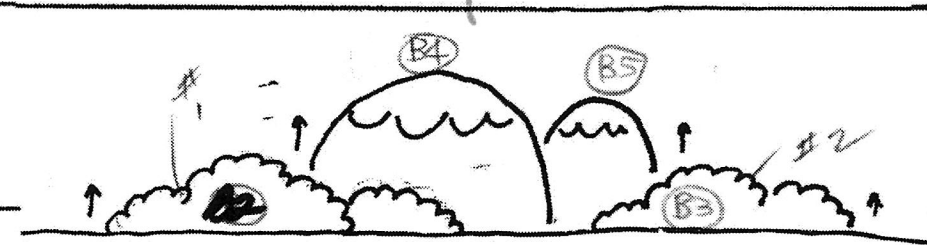


Dialog:

Action:

- J TURNS HIS HEAD TO THE RIGHT SLOWLY
- PAN **B** RIGHT PAST JAKE

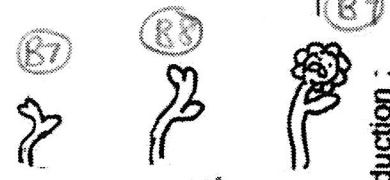
Timing:



- MOUNTAINS AND FOLIAGE RISE OUT OF THE GROUND IN THE DISTANCE
- A JAKE FLOWER SHOTS UP IN THE FOREGROUND

SPX:

X SFLITT X



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Cut

ADVENTURE TIME



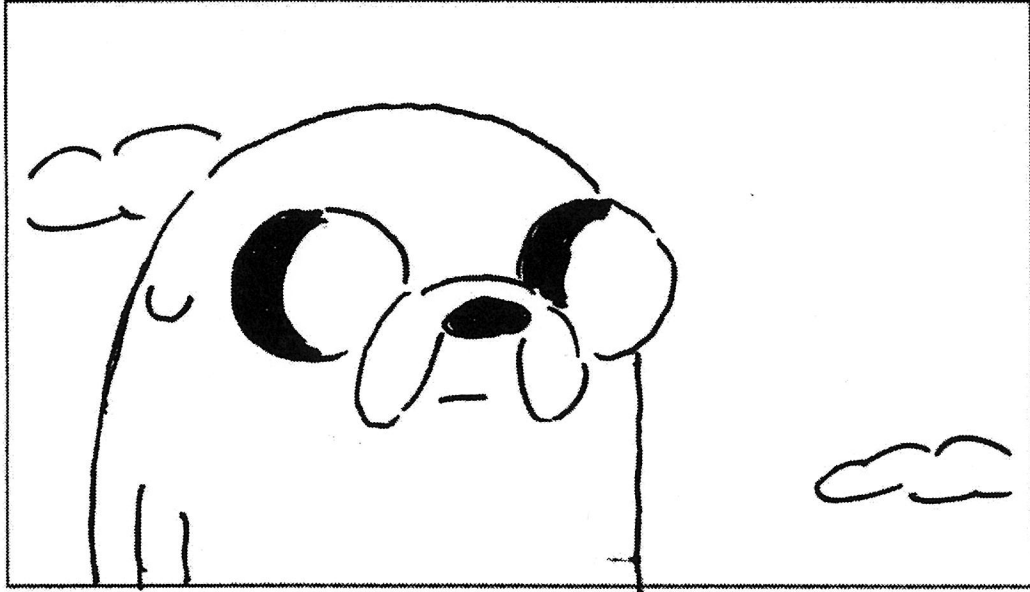
Page 27

Sc. 18

Pnl. A

Bg.

day night

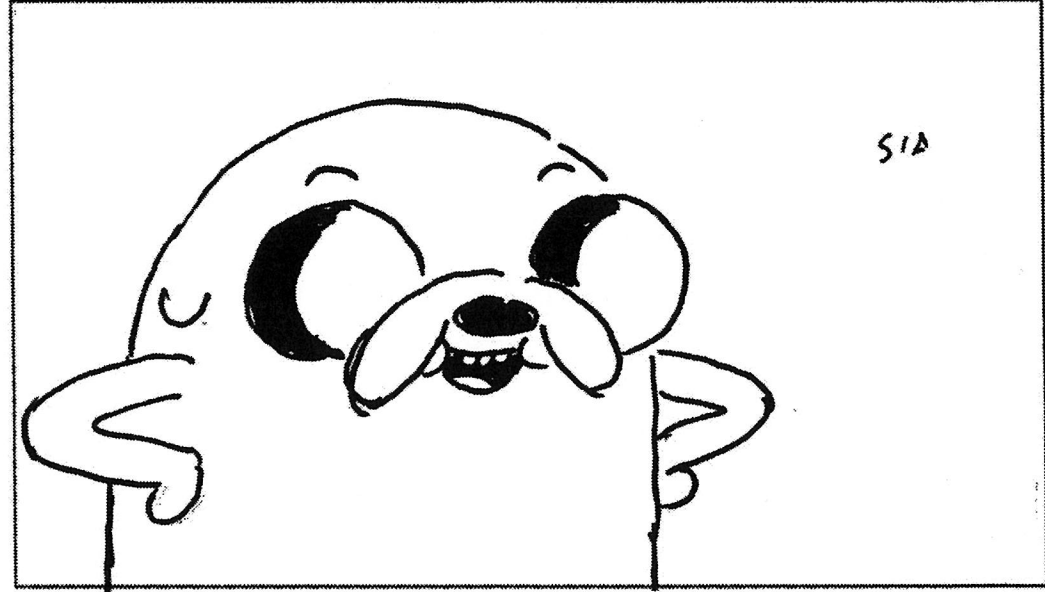


Sc. 18 cont

Pnl. B

Bg.

day night



Dialog:

J: PRETTY NEAT!

Action:

Timing:

MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

1025/184

1025/184

ADVENTURE TIME



Page 28

Sc. 18 CONT Pnl. C

Bg.

day night



Sc. 18 CONT Pnl. D

Bg.

day night



Handwritten notes:
170
cut

EPISODE # **1025-184**

EPISODE #

1025/184

Production :

Dialog:

J: I BET THERE'S LIKE A... LIKE A -

J: COOL CITY OR SOMETHING AROUND HERE...

Action:

- J. SHADES HIS EYES AND SQUINTS

Timing:

MAY 09 2014

1025/184

1025/184

ADVENTURE TIME



Page 29

29A NEXT

Sc. 19

Pnl.

Bg.

day night

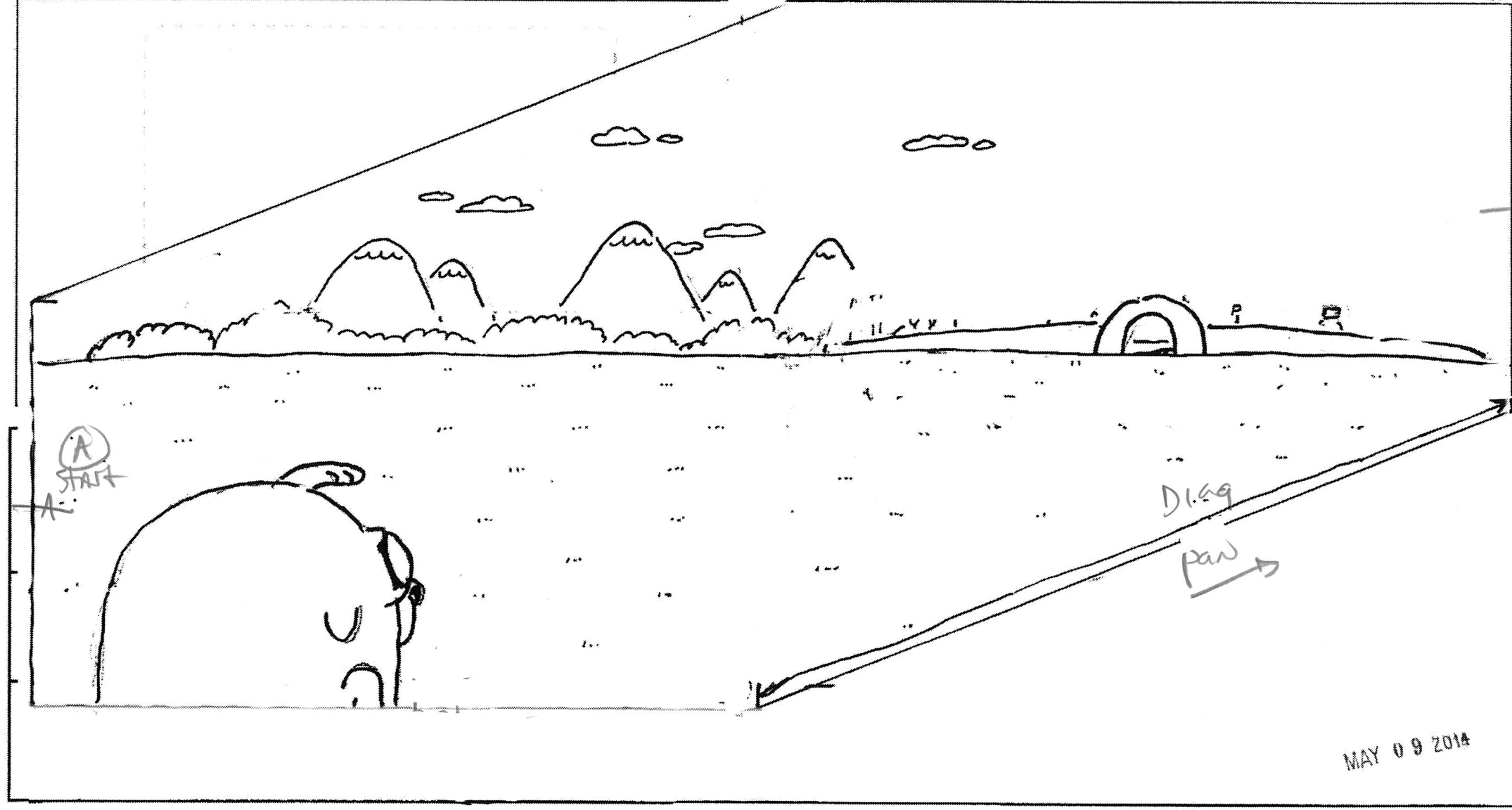
1025/184

1025-184

EPISODE #

1025/184

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1005184

ADVENTURE TIME

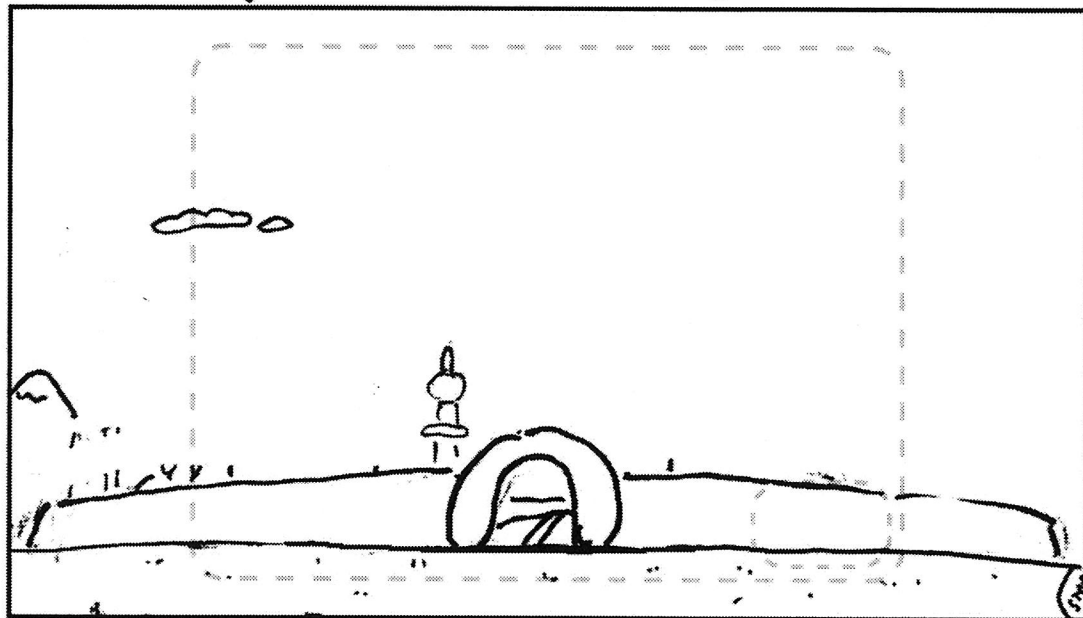


Sc. 19 *CONT*

Pnl. B

Bg.

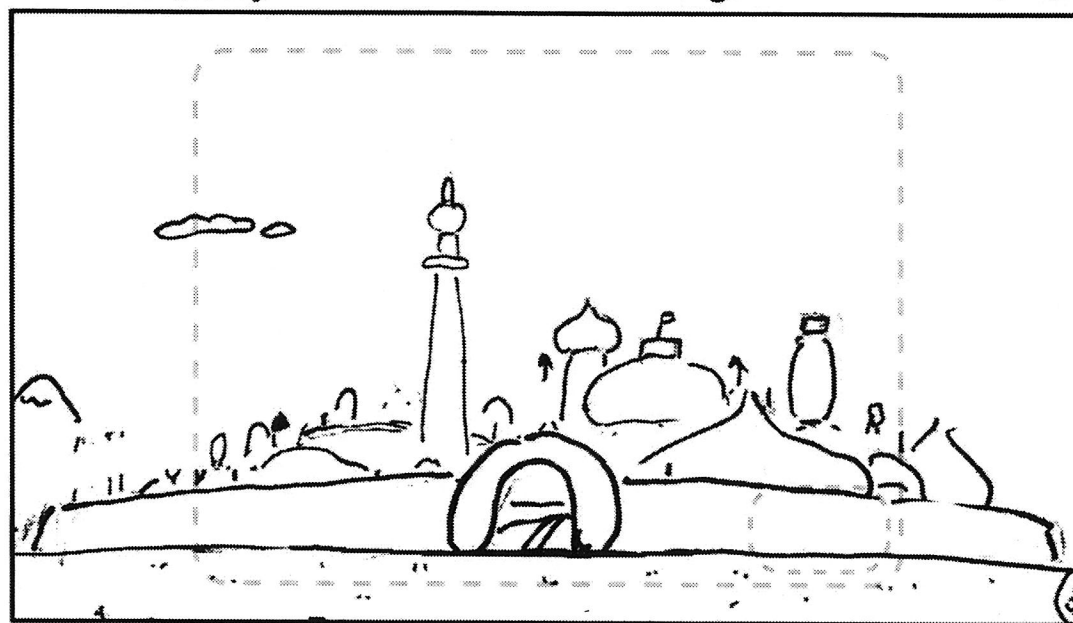
day night



Sc. 19 *CONT*

Pnl. C

Bg.



Page 29A
29B NEXT
day night

Dialog:

Action:

city starts to rise

Timing:

MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

1025/184

ADVENTURE TIME



Page 29B

Sc. 19 *CONT* Pnl. D

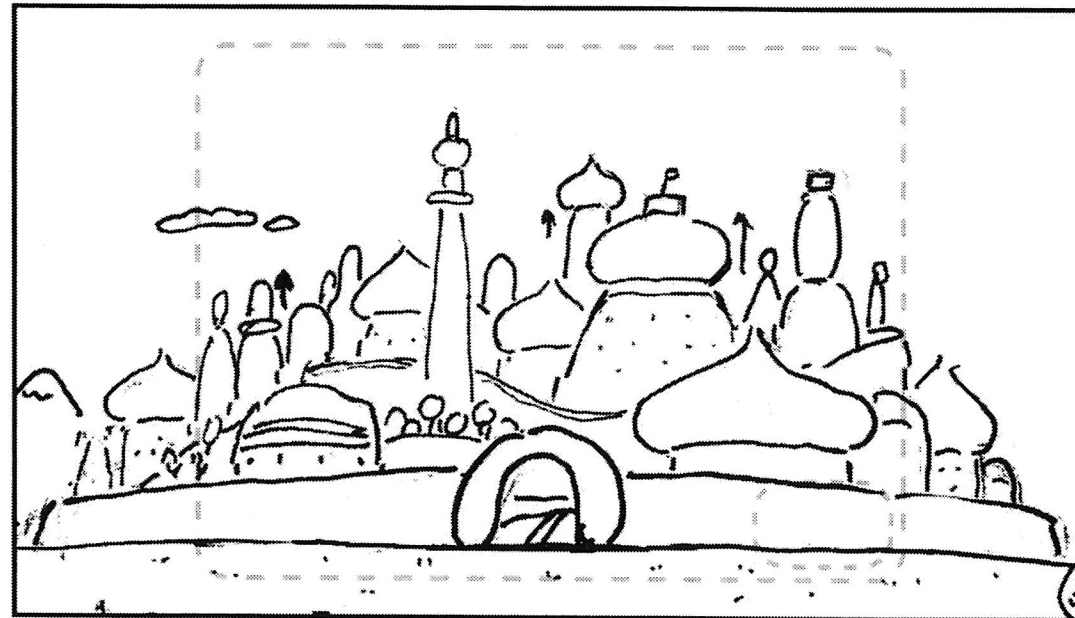
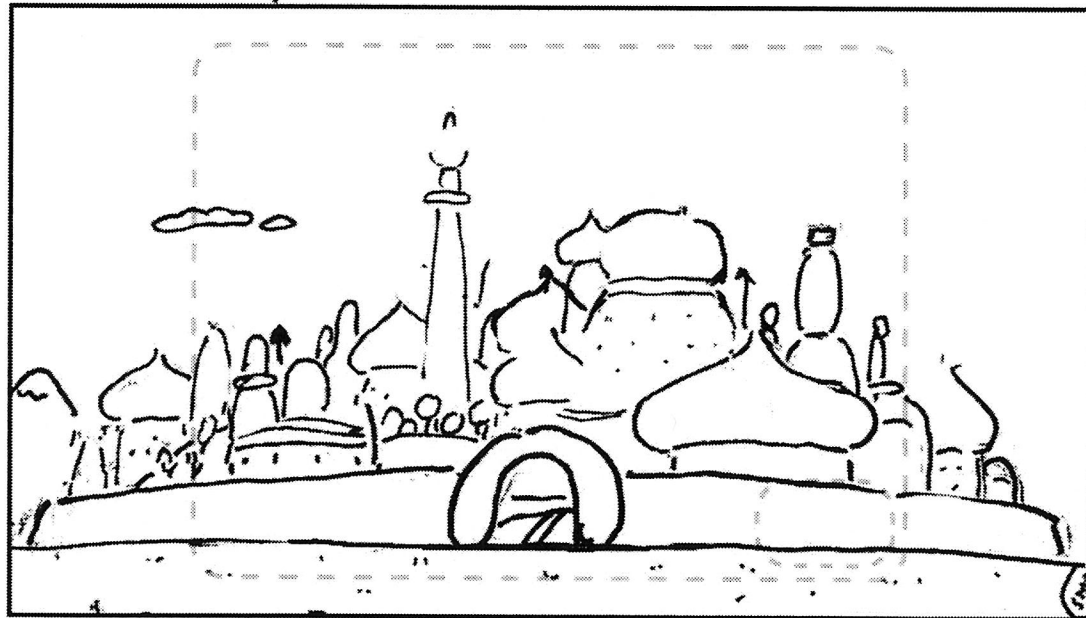
Bg.

day night

Sc. 19 *CONT* Pnl. E

Bg.

30 NEXT
key night



Cut

EPISODE # 1025-184

1025/184

Production:

Dialog:

Action:

city forming and rising

Timing:

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1025/184

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1025/184

Cut

ADVENTURE TIME



Cut

Page 30

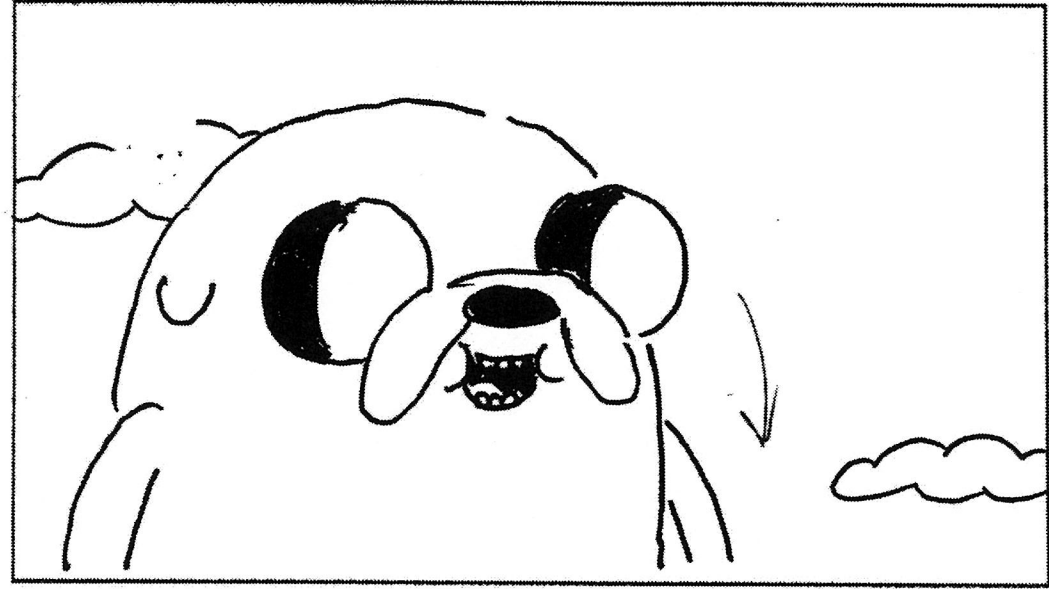
Cut w/wipe to next

Sc. 20

Pnl. A

Bg.

day night

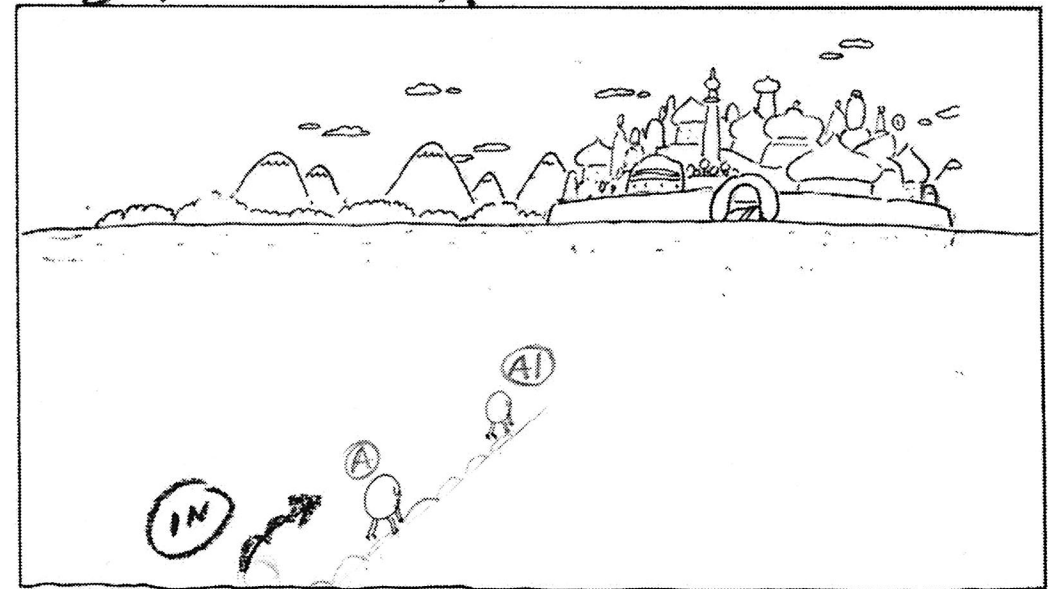


Sc. 21

Pnl. A

Bg.

day night



Dialog:

J: NICE, JAKE- CIT-TAY...

WIFE

Action:

-J. LOWERS ARMS

-J HEADS TOWARD CITY

Timing:



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1025-184

EPISODE #

1025/184

Production :

1025/184

cut w/wipe
to preset

ADVENTURE TIME



Page 31

Sc. 22

Pnl. A

Bg.

day night



Sc. 22 cont Pnl. B

Bg.

day night



HU
Cut

10255184

EPISODE #

1025/184

Production :

1025/184

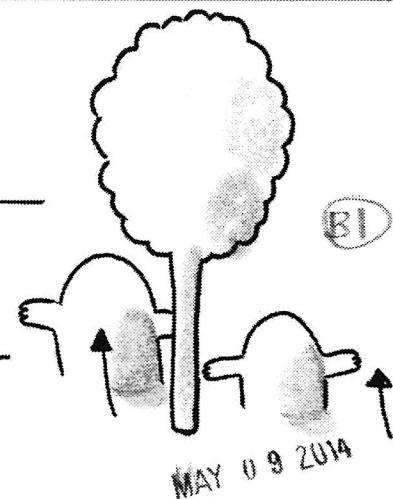
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Dialog:

Action:

JAKE takes a stroll in the city's glamorous shopping district.
- Things are still forming - people rise of ground.
- they walk towards JAKE.

Timing:



Ho
Cut

ADVENTURE TIME



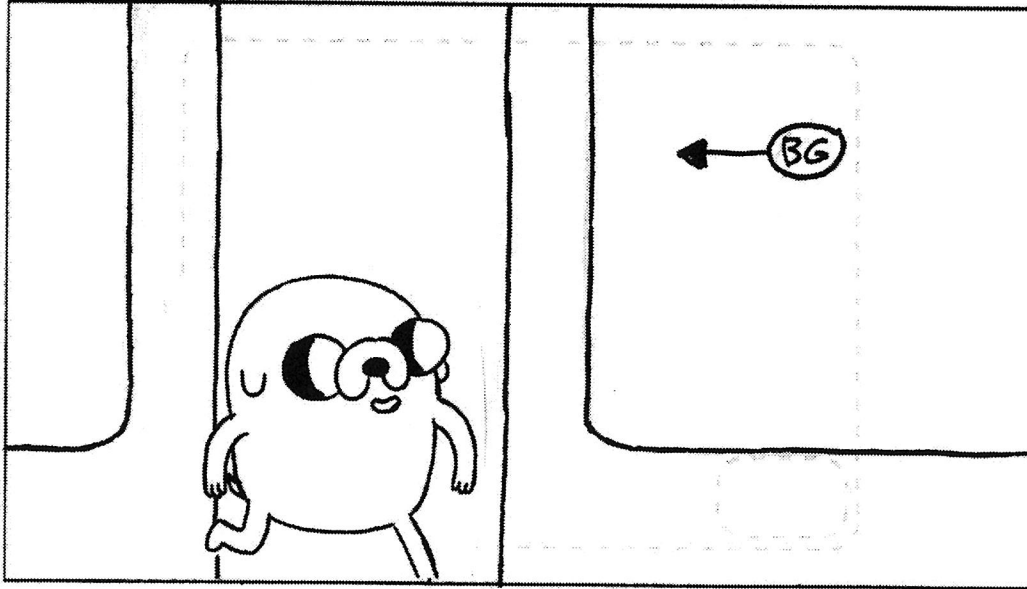
Page 32

Sc. 23

Pnl. A

Bg.

day night

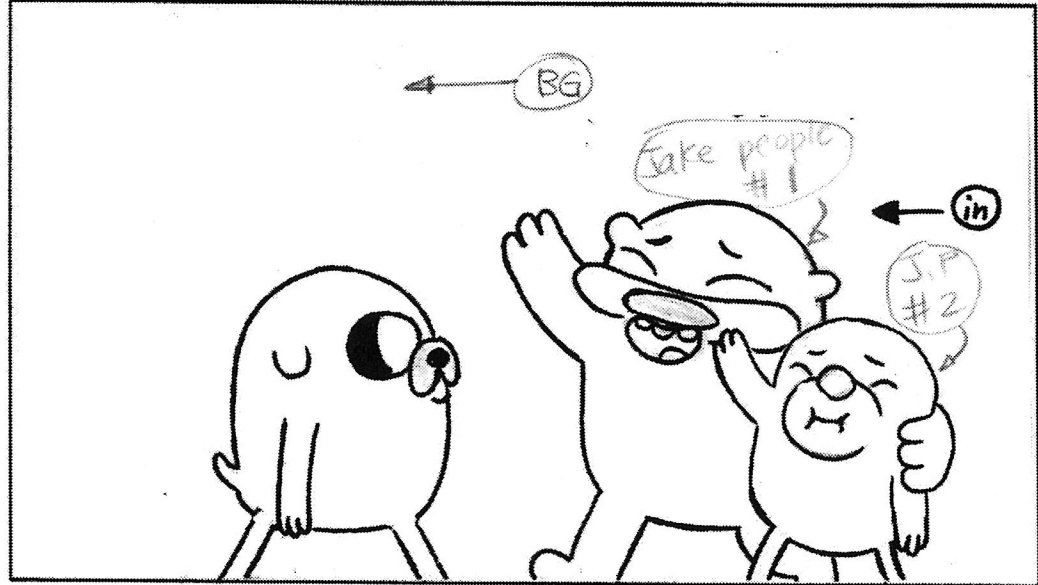


Sc.

23 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



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1025/184

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ADVENTURE TIME

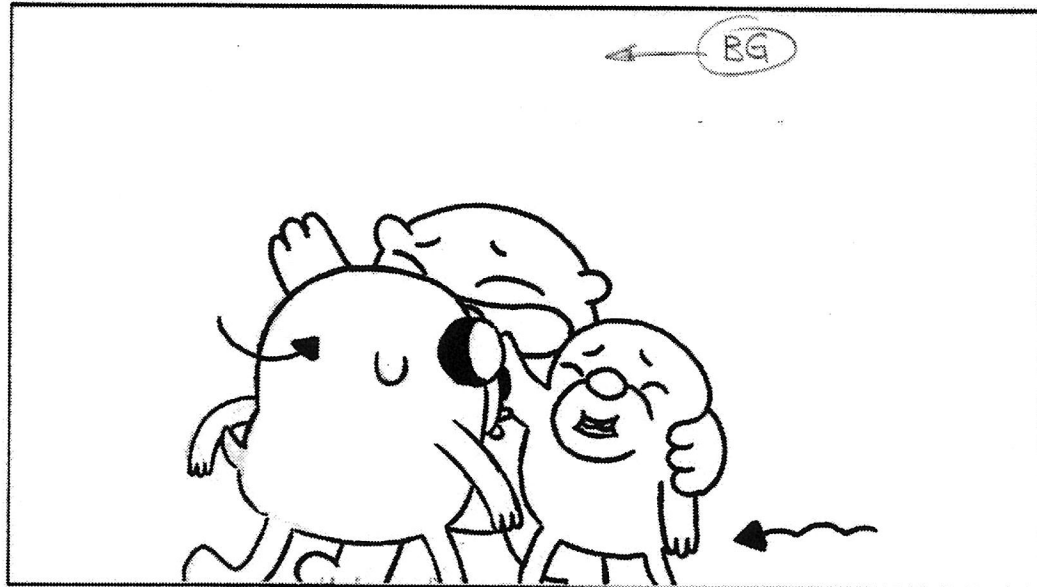


Page **33**

Sc. 23 *CONT* Pnl. C

Bg.

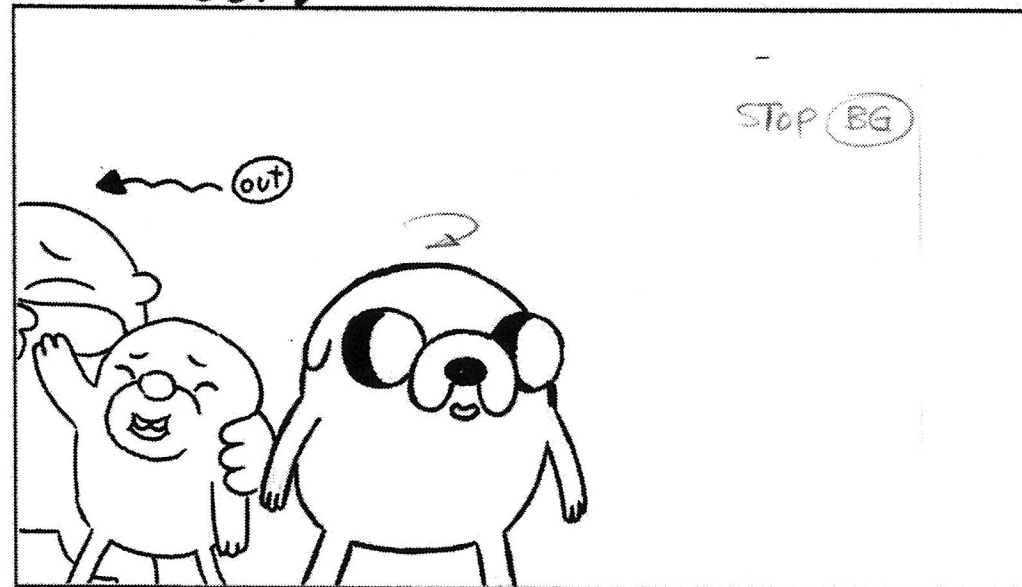
day night



Sc. 23 *CONT* Pnl. D

Bg.

day night



Dialog:

J: Oh uh, hi

(C)

JAKE PERSON#2: JAKE!
(°5)

Action:

Timing:



BG STOP

MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

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1025/184

ADVENTURE TIME



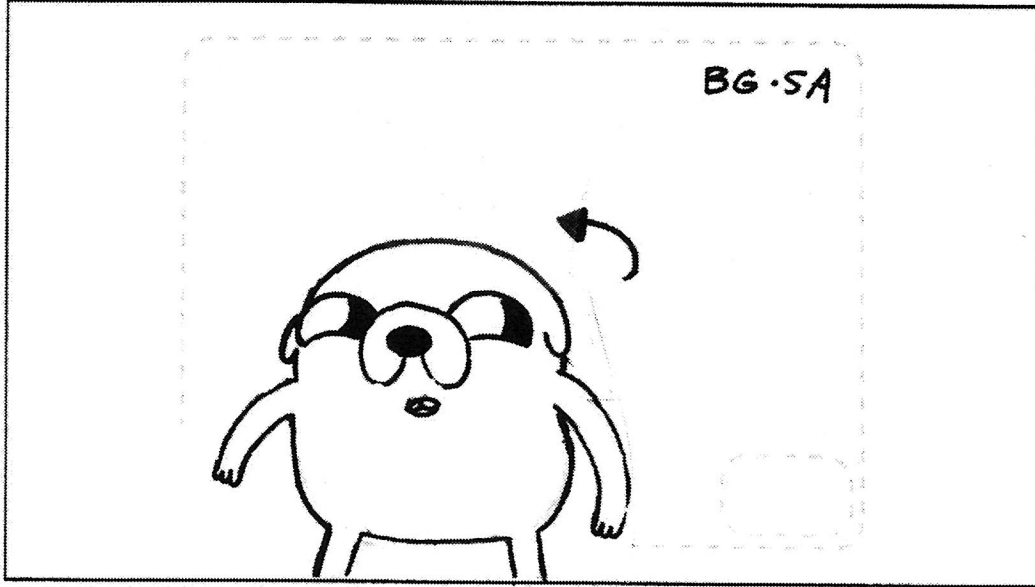
Page **34**

Sc. 23 *CONT*

Pnl. **E**

Bg.

day night

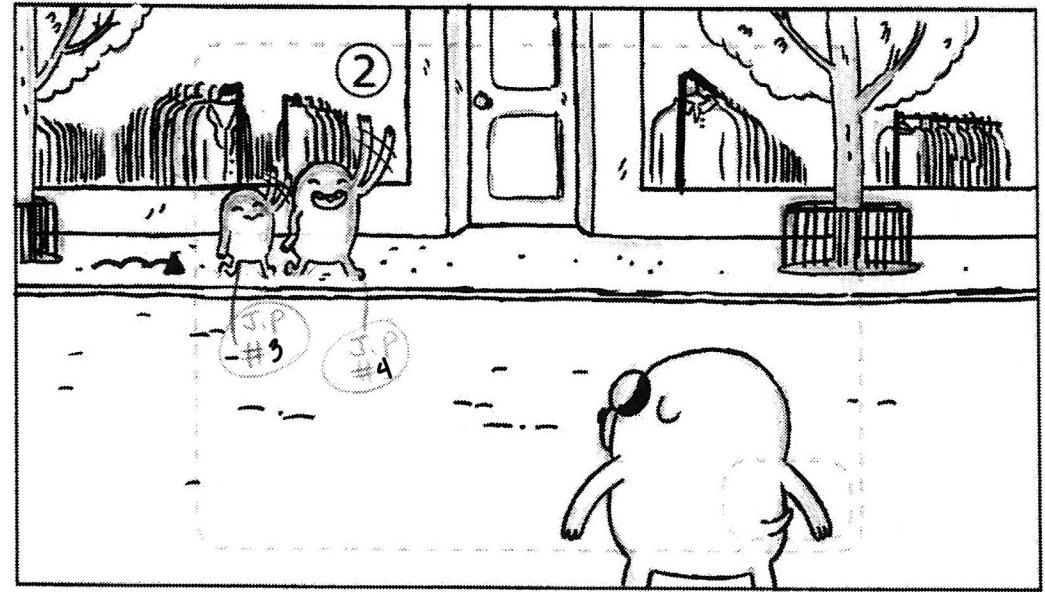


Sc. 24

Pnl. **A**

Bg.

day night



1025-184

EPISODE #

1025/184

Production :

1025/184

Dialog:

J: Huh?

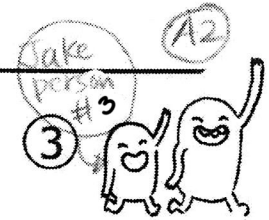
Jake Person#2 How ya doin, JAKE?

Action:

-J. TURNS.

-J. PEOPLE WAVE AT JAKE AS THEY WALK.

Timing:



MAY 09 2014

1025/184

ADVENTURE TIME

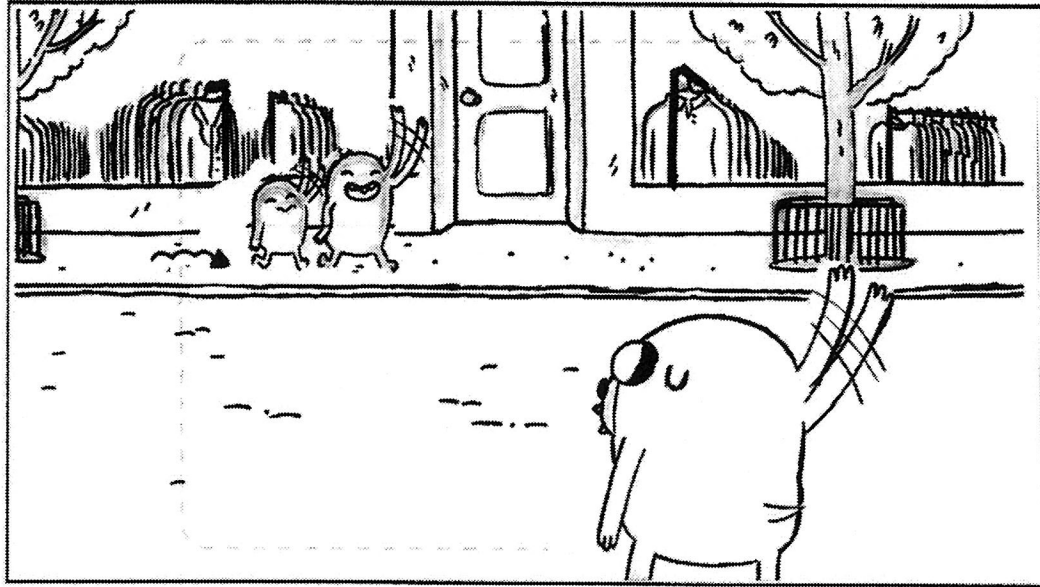


Page 35

Sc. 24 CONT Pnl. B

Bg.

day night



Sc. 24 CONT Pnl. C

Bg.

day night



J.P.#5

1025-184

EPISODE #

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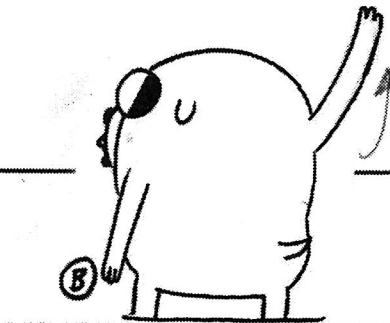
Production :

Dialog:

J. uh ... GOOD, MAN ...
GOOD ...

Action:

Timing:



MAY 09 2014

1025/184

1025/184

ADVENTURE TIME



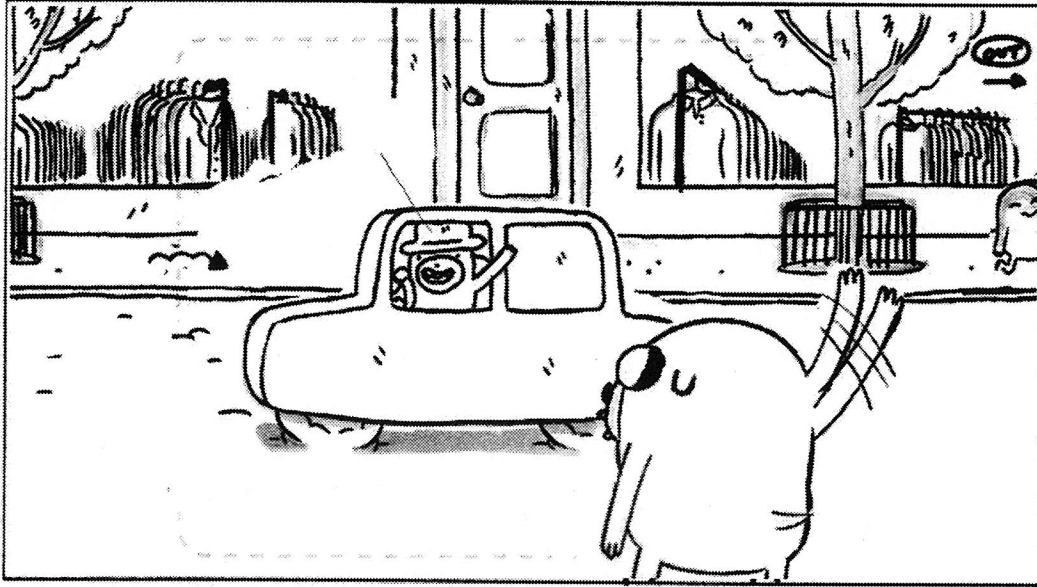
Page 35

Sc. 24 CONT

Pnl. D

Bg.

day night

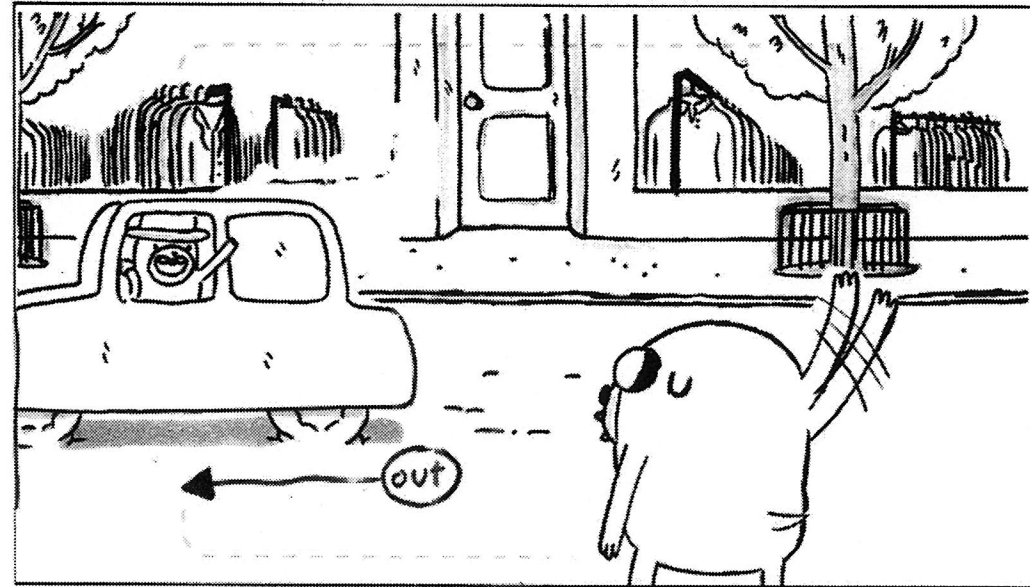


Sc. 24 CONT

Pnl. E

Bg.

day night



EPISODE #

1025-184

1025/184

Dialog:

SFX: *FRRT - FRRT* (B)

Action:

-Car honks.

-Car is based on car from Candy Streets.

Timing:

MAY 09 2014

Production

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1025/184

Ho
Cut

ADVENTURE TIME



NO SC'S
26-28

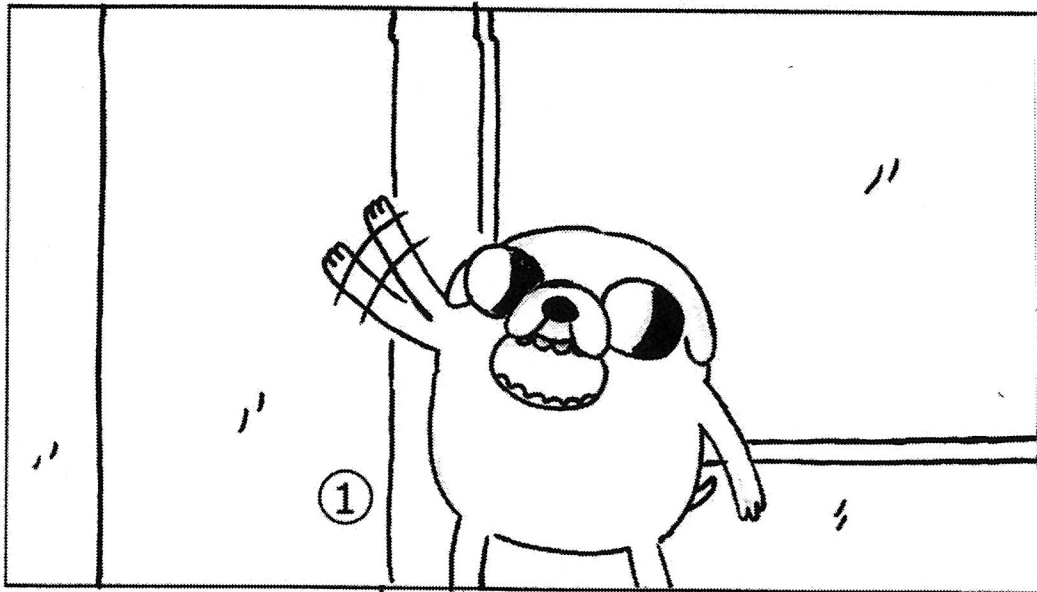
Page **37**
NO PGS 38-41
day night

Sc. 25

Pnl. A

Bg.

day night



Sc. **25 CONT**

Pnl. B

Bg.



Dialog:

J: THIS PLACE
IS AWESOME, ..

Action:



- J. TURNS AND WALKS

Timing:

MAY 09 2014

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EPISODE #

1025-184

1025/184

Production :

1025/184

Ho
Cut

ADVENTURE TIME



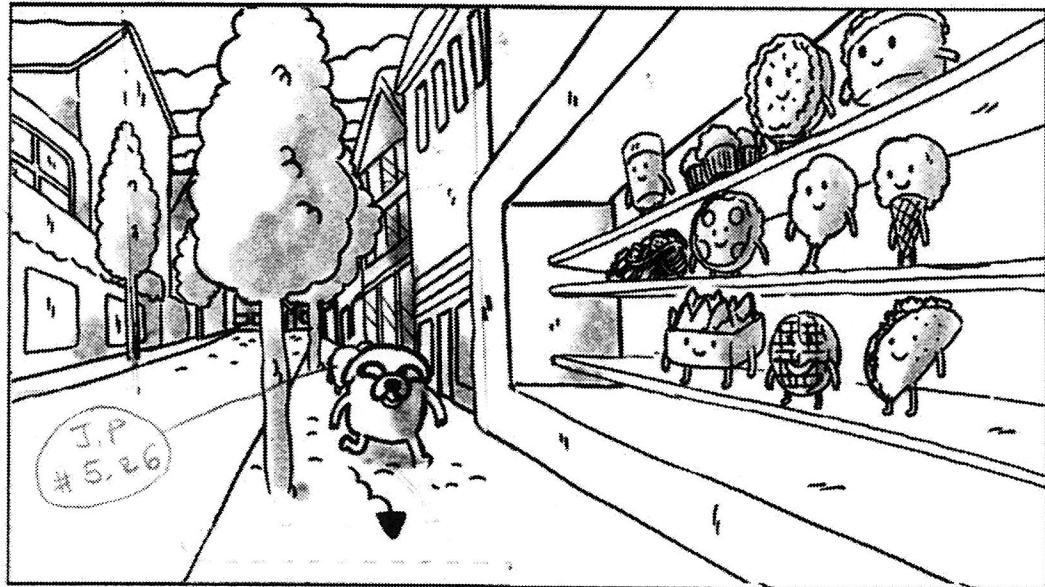
Page **42**

Sc. **29**

Pnl. **A**

Bg.

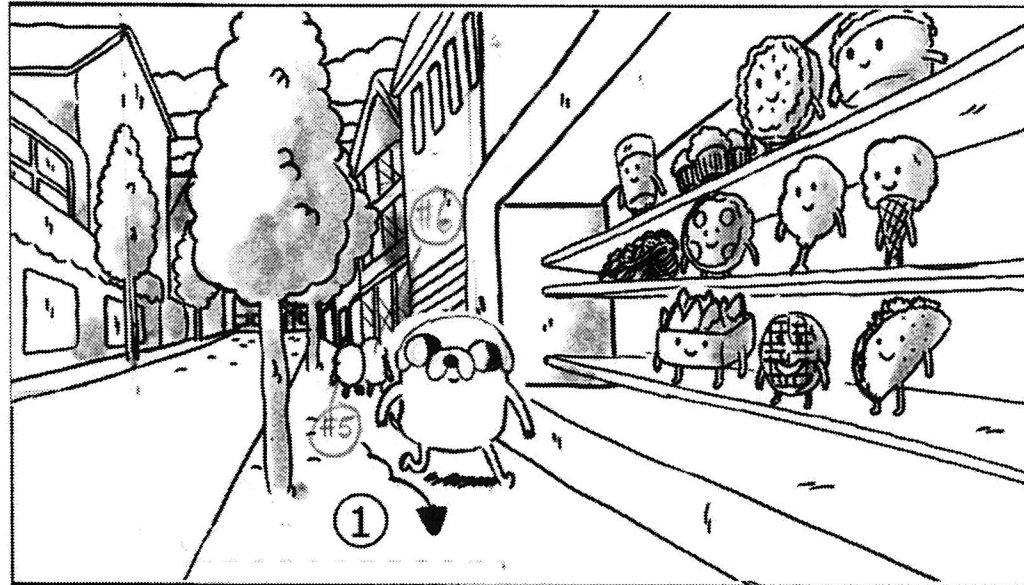
day night



Sc. **29 cont** Pnl. **B**

Bg.

day night



Dialog:

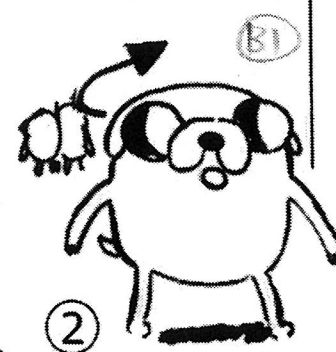
J: ooh!

Action:

-J. WALKS PAST TOY STORE.

-J. STOPS IN FRONT OF WINDOW.

Timing:



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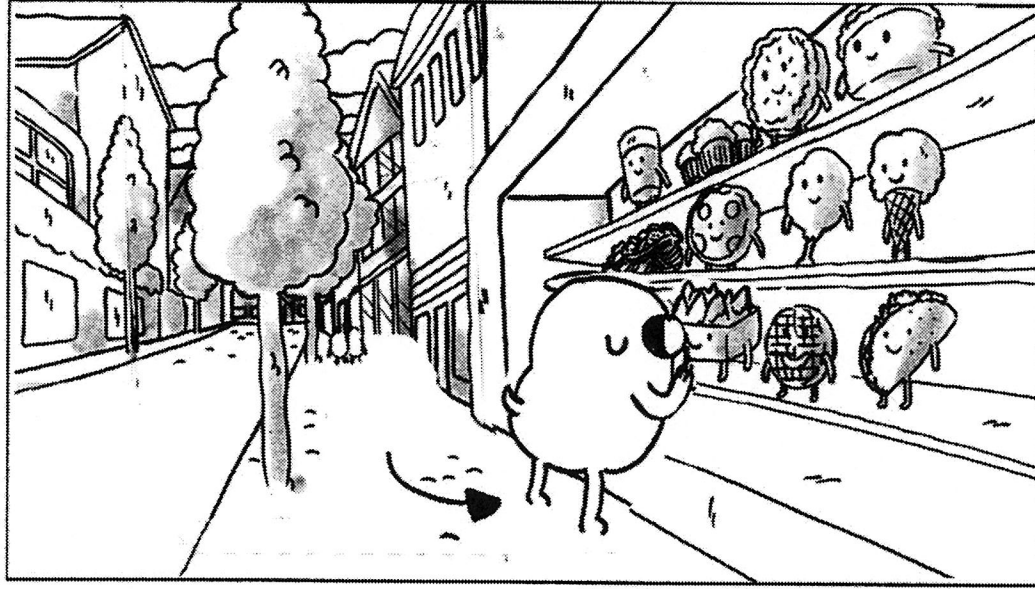
ADVENTURE TIME



Page **49**

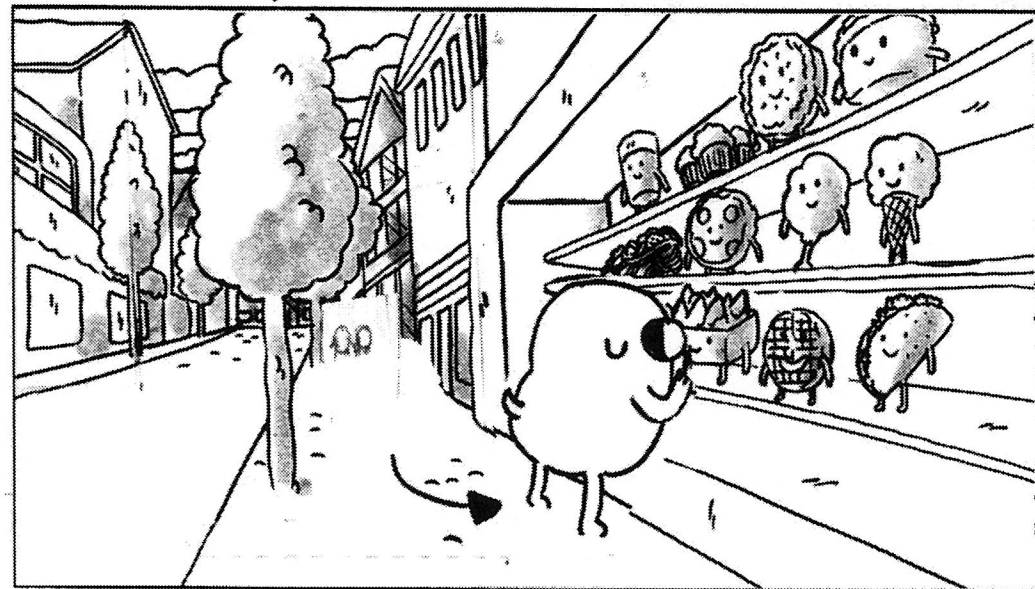
Sc. **29 CONT** Pnl. **C**

Bg. day night



Sc. **29 CONT** Pnl. **D**

Bg. day night



Dialog:	
Action:	
Timing:	

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Hu Cut

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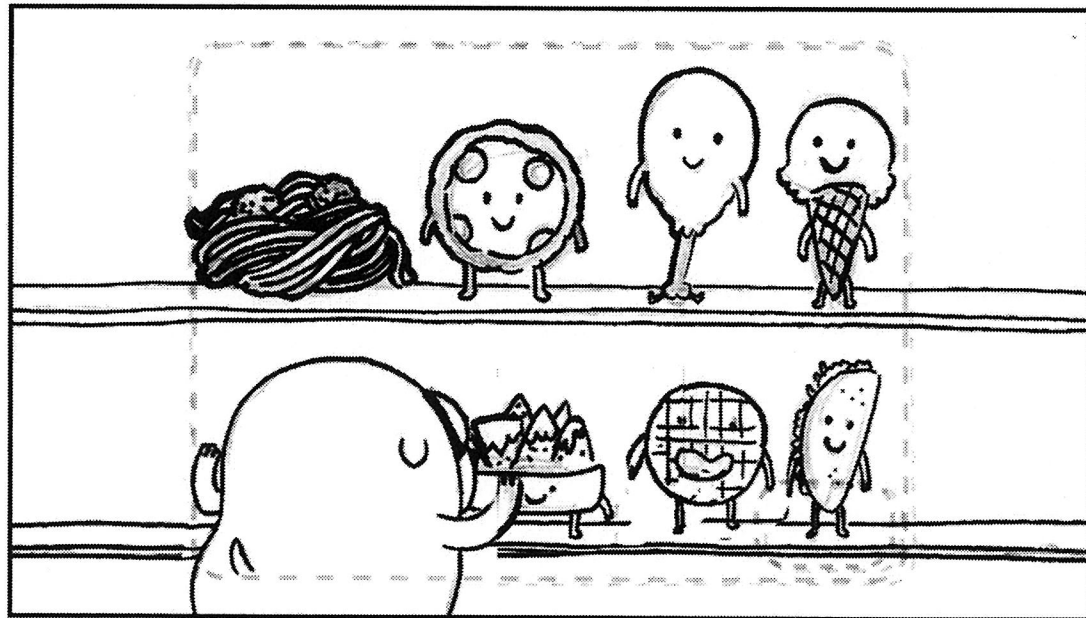
Page 44

Sc. 30

Pnl. A

Bg.

day night

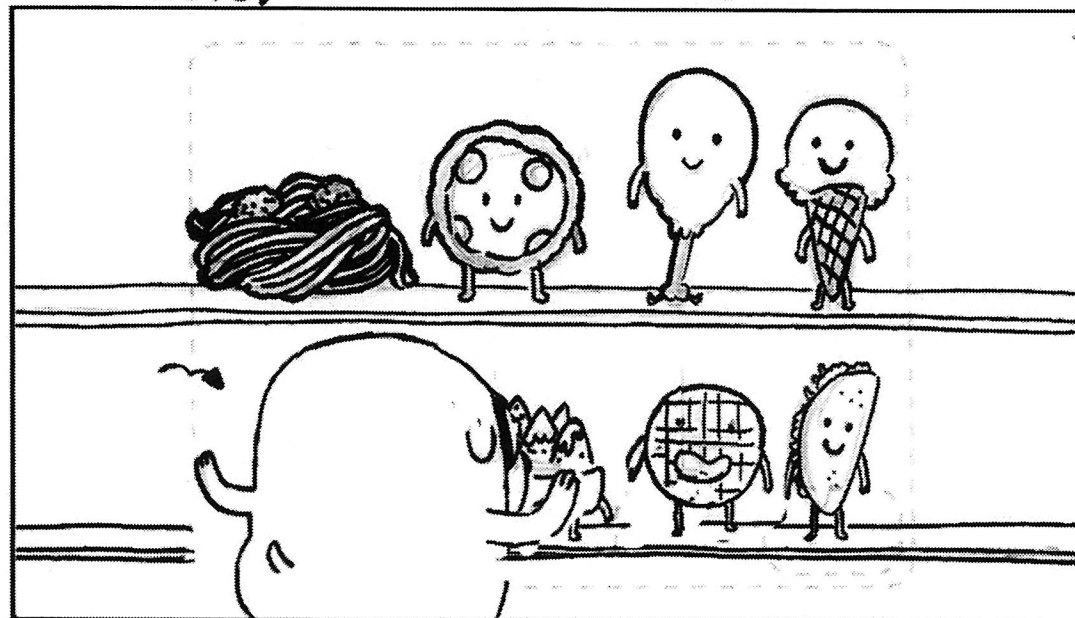


Sc. 30 *CONT*

Pnl. B

Bg.

day night



Dialog:

J: cool dolls

J: they look like the "rare antique" kind

Action:

Timing:

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Production:

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ADVENTURE TIME

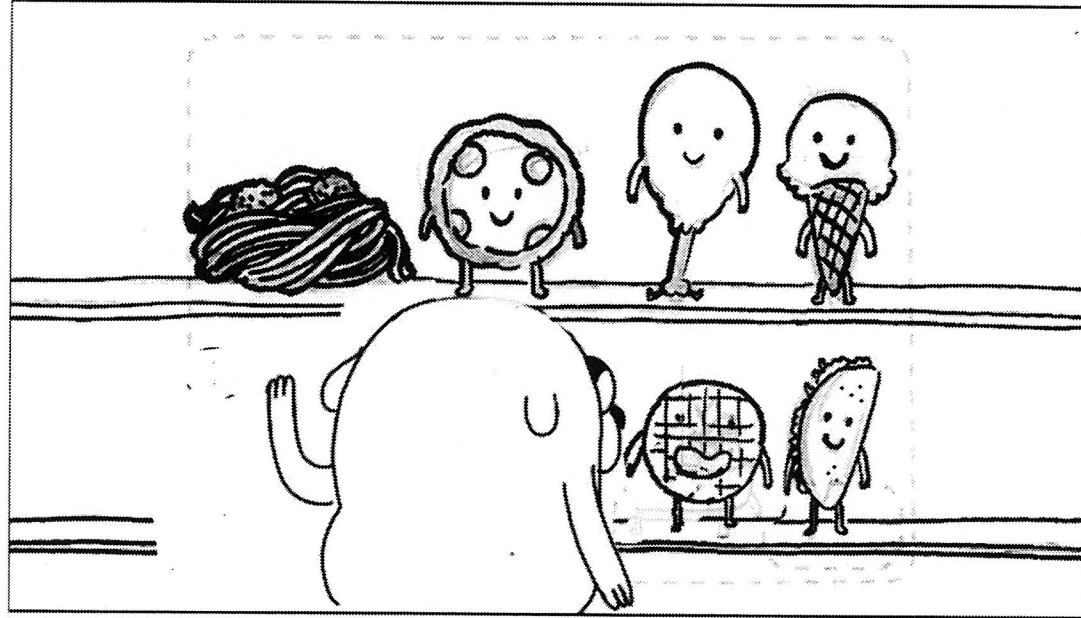


Page 45
45A NET
day night

Sc. 30 *CONT* Pnl. C

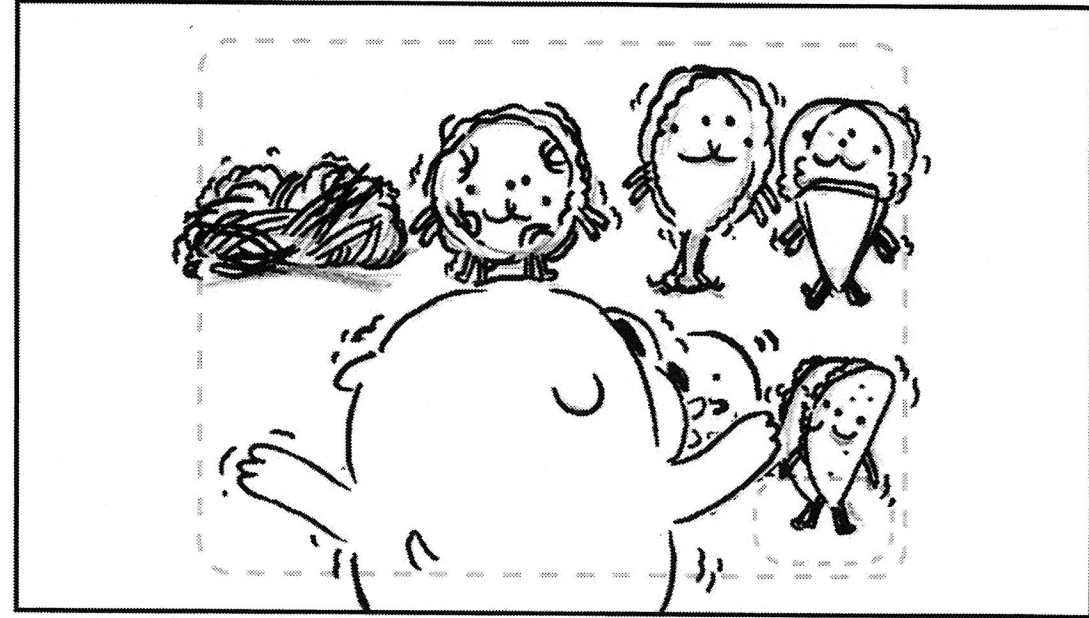
Bg.

day night



Sc. 30 *CONT* Pnl. D

Bg.



Dialog:

Action:

Timing:



J: hmm, I wonder what my kids are going to have for dinner...maybe, pizza

sfx: *shaking*

huge tremor

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ADVENTURE TIME



Page 45 A
45 NEXT
day night

Sc.	Pnl.	Bg.	day	night

Sc.	30 CONT	Pnl.	E	Bg.
				 BG-SA

Dialog:
Action:
Timing:

MAY 09 2014

EPISODE # 1025-184
Production :

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ADVENTURE TIME



Sc. 30 *CONT*

Pnl. F

Bg.

day night

Sc. 30 *CONT*

Pnl. G

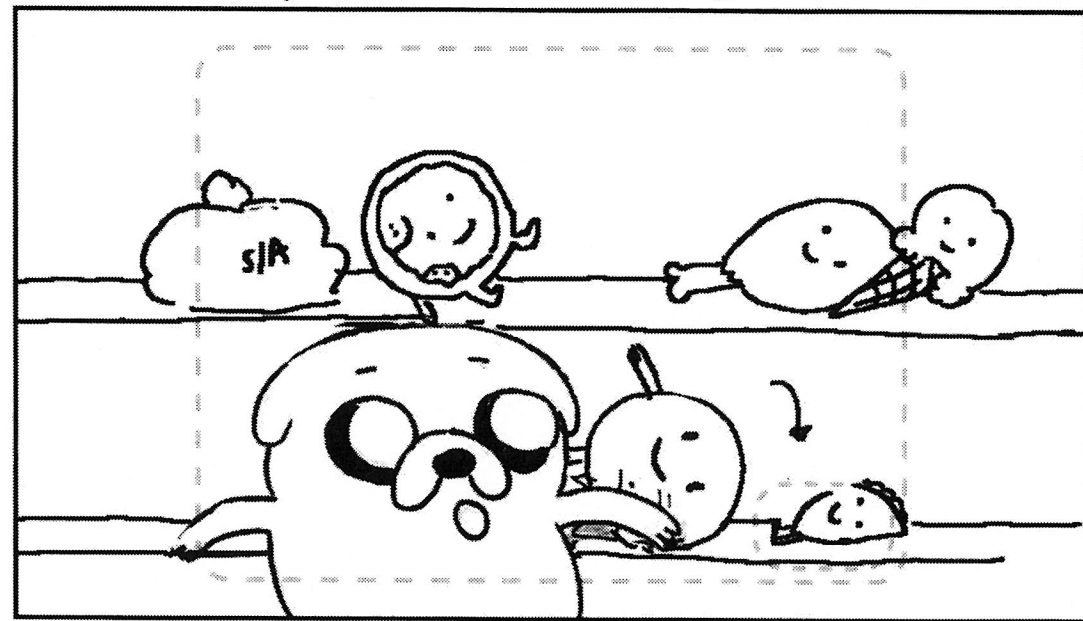
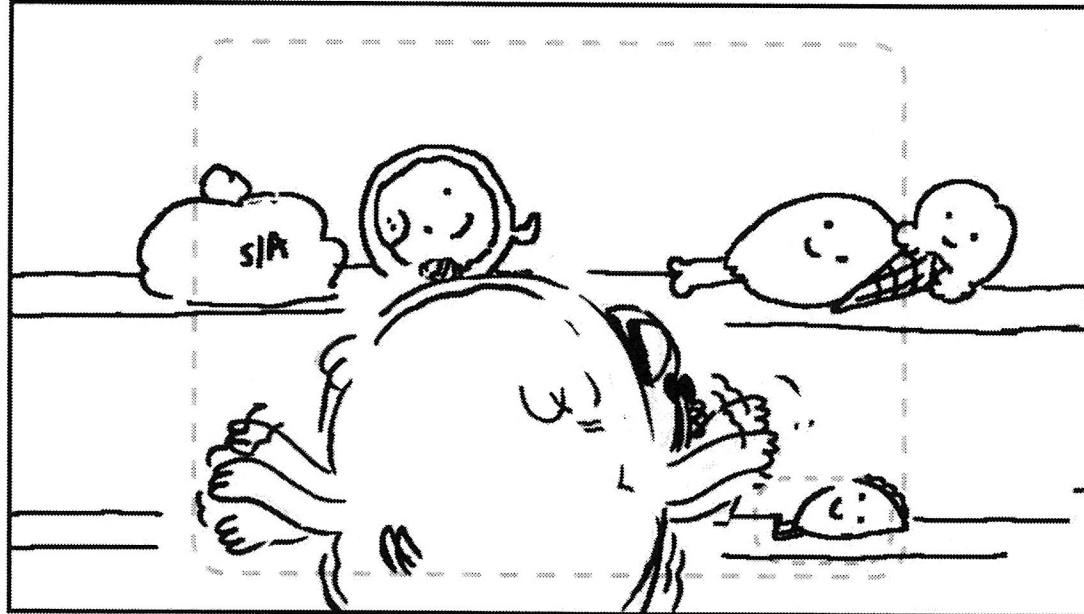
Bg.

Page 45B

day night

4HONEXT

HU
Cut



Dialog:

J: whoa!
sfx: * skshh*

Action:

food dolls fall down

Timing:

MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

1025/184

1025/184

Ho
Cut

ADVENTURE TIME



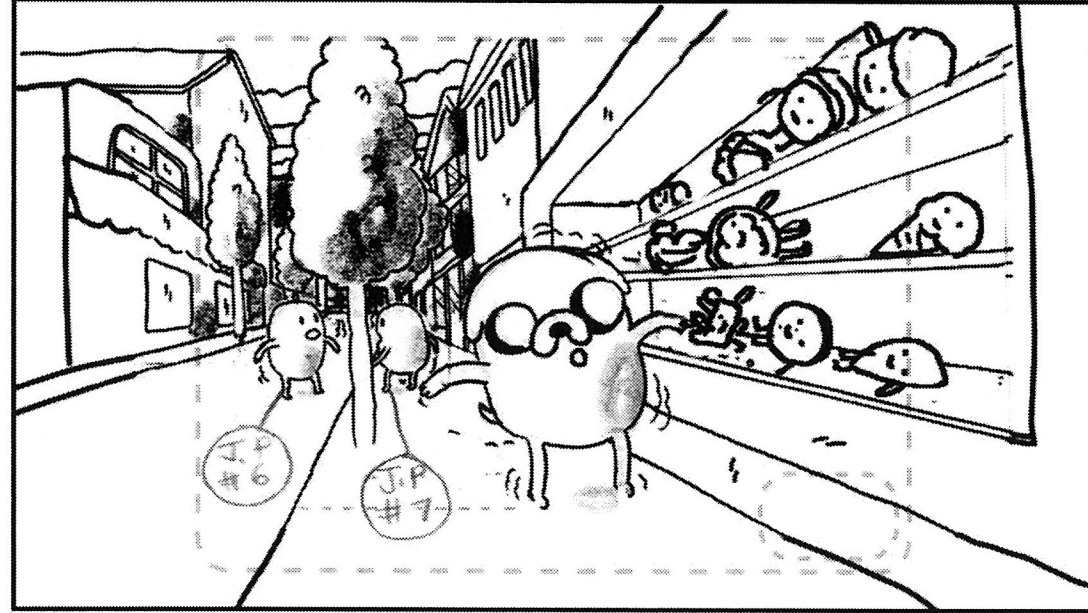
Ho
Cut

Sc. 31

Pnl. A

Bg.

day night

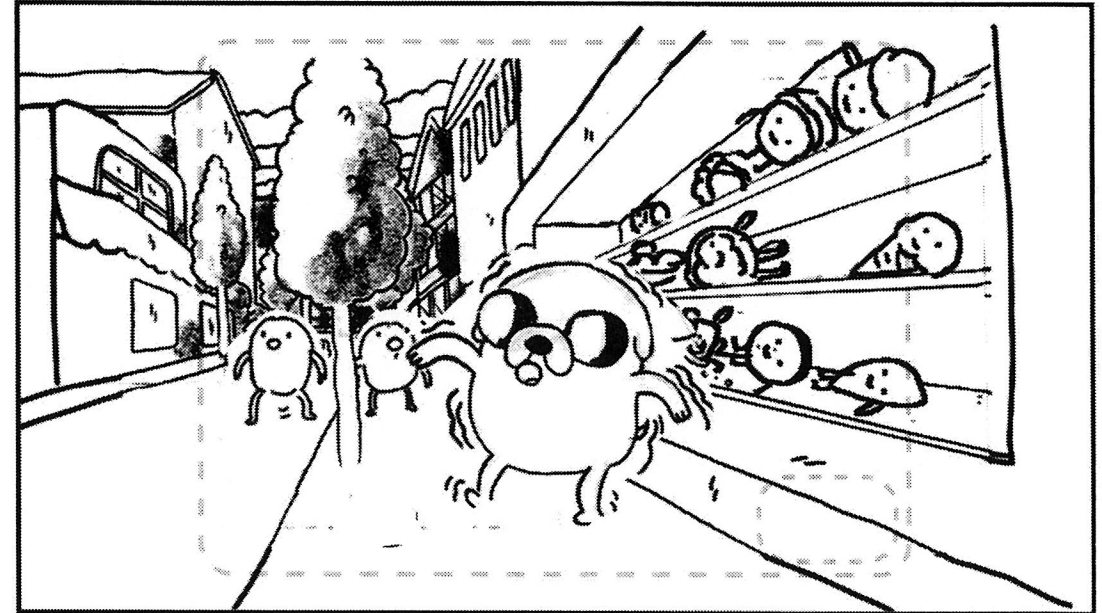


Sc. 31 *CONT*

Pnl. B

Bg.

day night



Dialog:

J: whoaaa!

Action:

J people wobbling in place

shaking



Timing:

MAY 09 2014

EPISODE # 1025-184

1025/184

Production:

1025/184

1025/184

Ho Cut

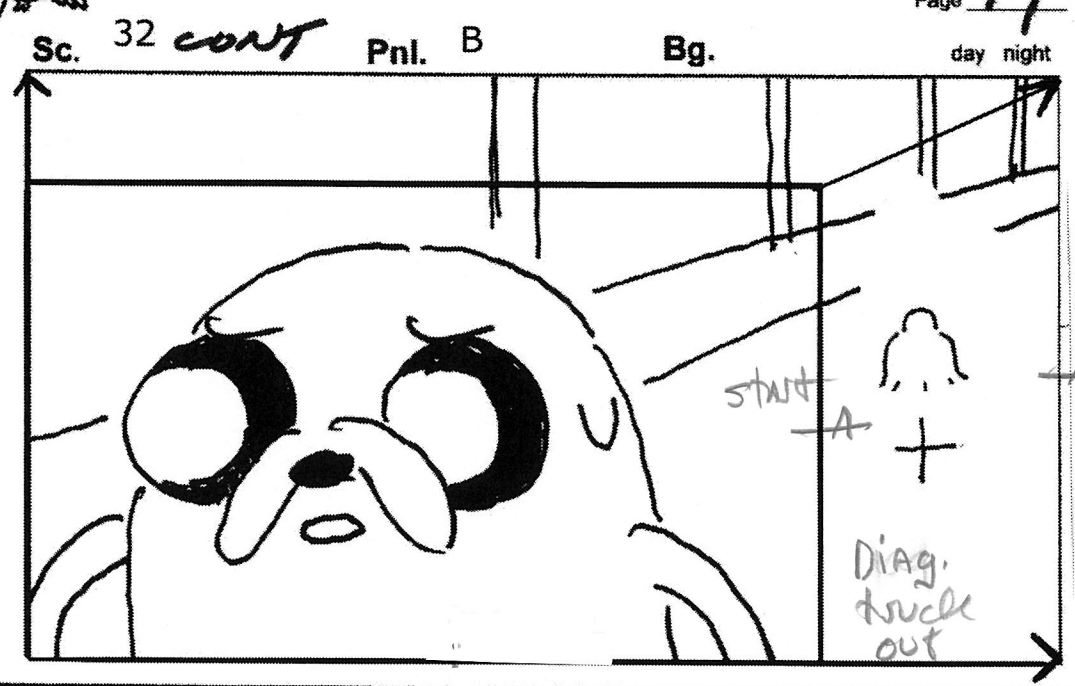
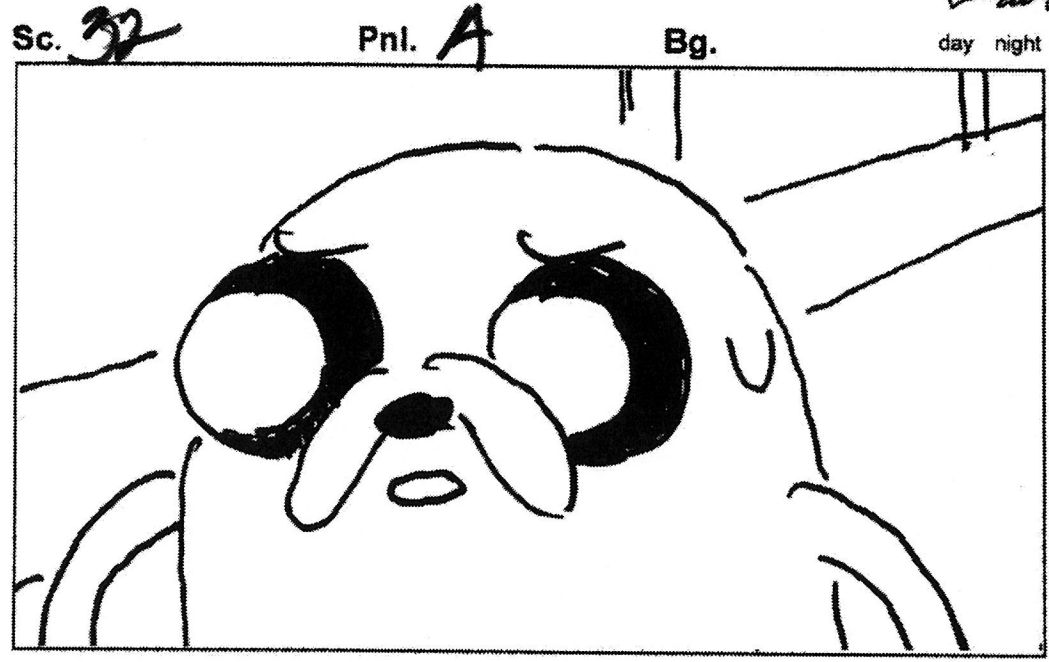
ADVENTURE TIME



Page 47

Ho Cut

1025/184



Dialog:

↓: SOME KINDA ... JAKE-QUAKE?

Action:

(A1)

Timing:

truck out to reveal goose
-goose rises out of the ground behind jake

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Production :

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HV
Cut

ADVENTURE TIME



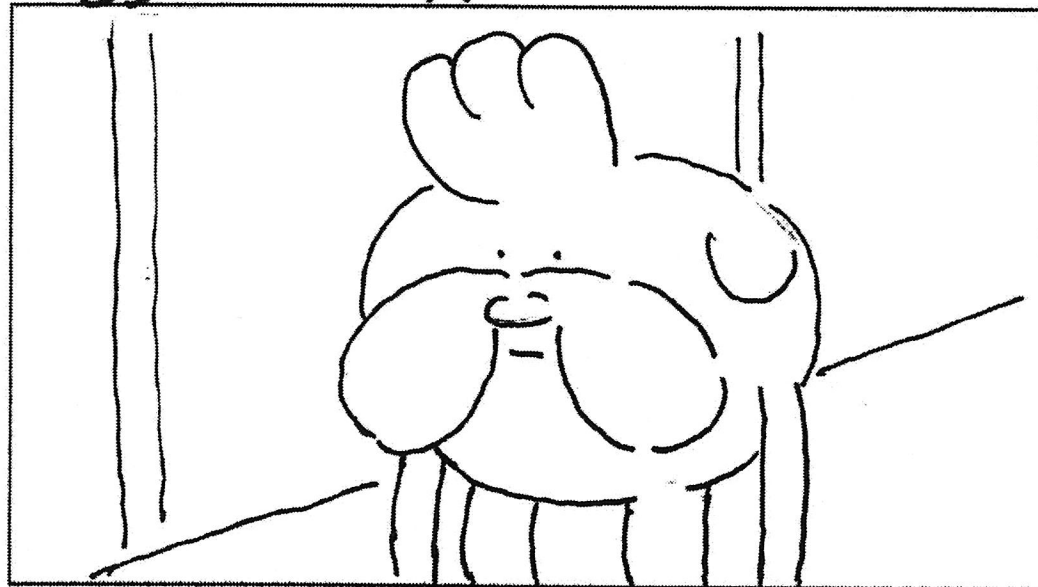
Page 48

Sc. 33

Pnl. A

Bg.

day night



Sc. 33 CONT Pnl. B

Bg.

day night



Dialog:

GOOSE : EH?

Action:

- G. SEES JAKE

Timing:

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ADVENTURE TIME



Cut

Page

49

Sc. 33 CONT Pnl. C

Bg.

day night

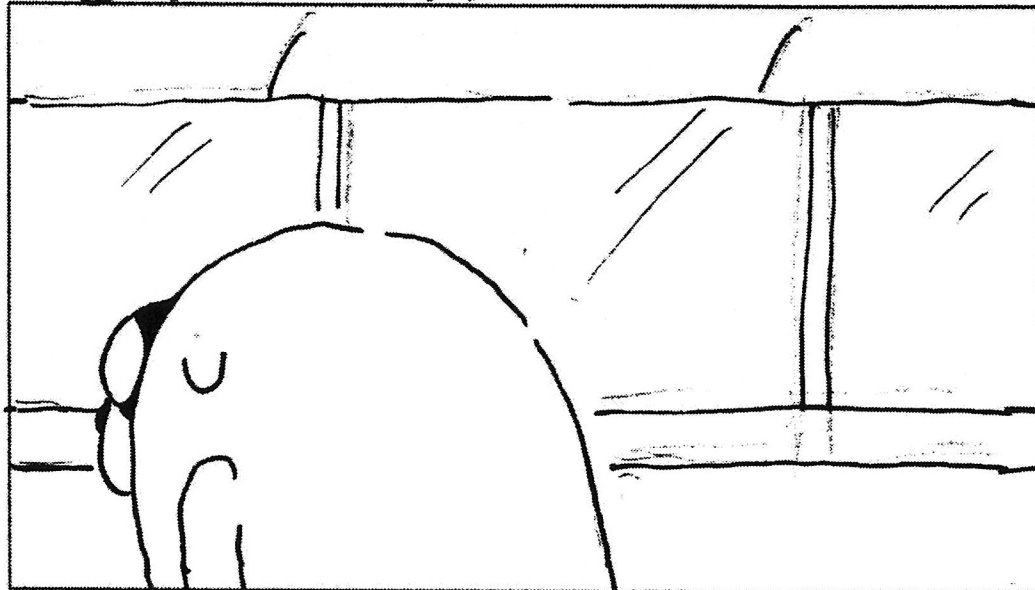


Sc. 34

Pnl. A

Bg.

day night



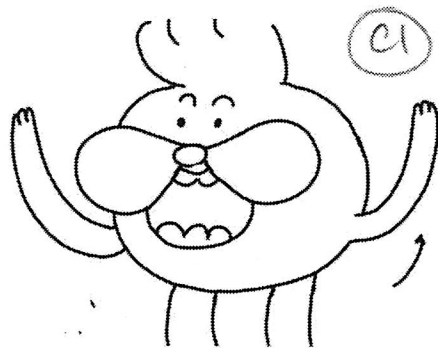
EPISODE# 1025-184

1025/184

Dialog:

G : IS THAT JAKE ?

Action:



- JAKE TURNS AROUND

Timing:



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ADVENTURE TIME



Page **50**
30A NEXT
day night

Sc. **34 CONT** Pnl. **B**

Bg.

day night



Sc. **35**

Pnl. **A**

Bg.

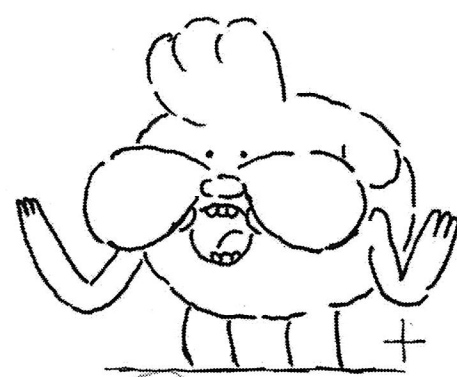


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EPISODE #

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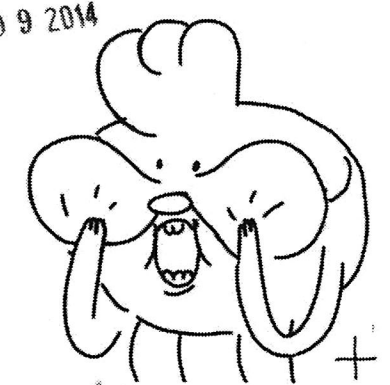
Dialog:	<u>J</u> : HEY ... THERE ... UM..	G: C'mon man! it's goose!
Action:		
Timing:		



(A1)



(A2)



S/A
POSE B

1025/184

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ADVENTURE TIME

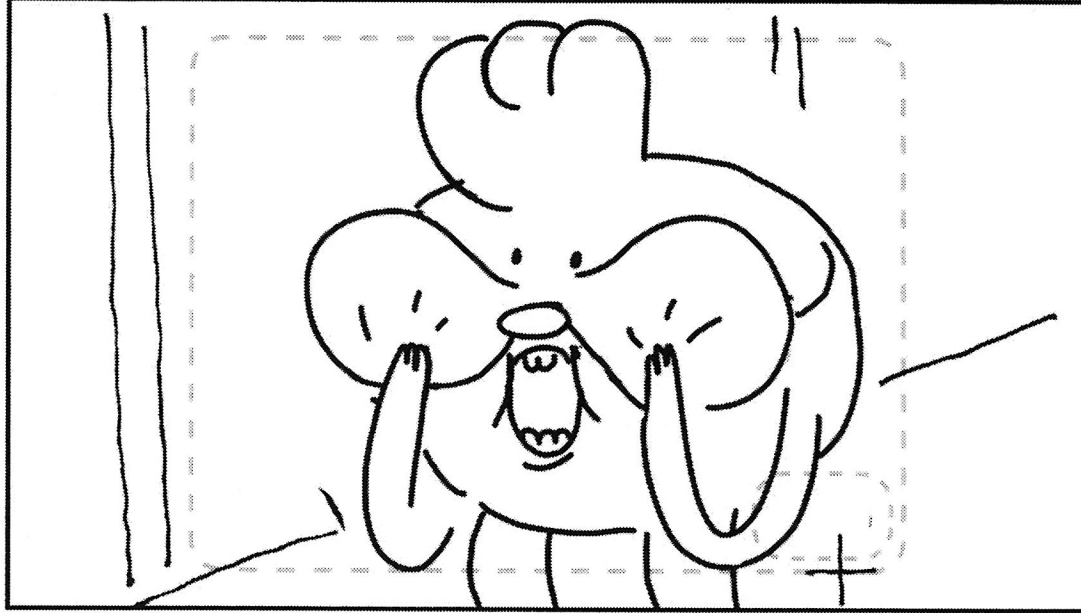


Sc. 35 *CONT*

Pnl. B

Bg.

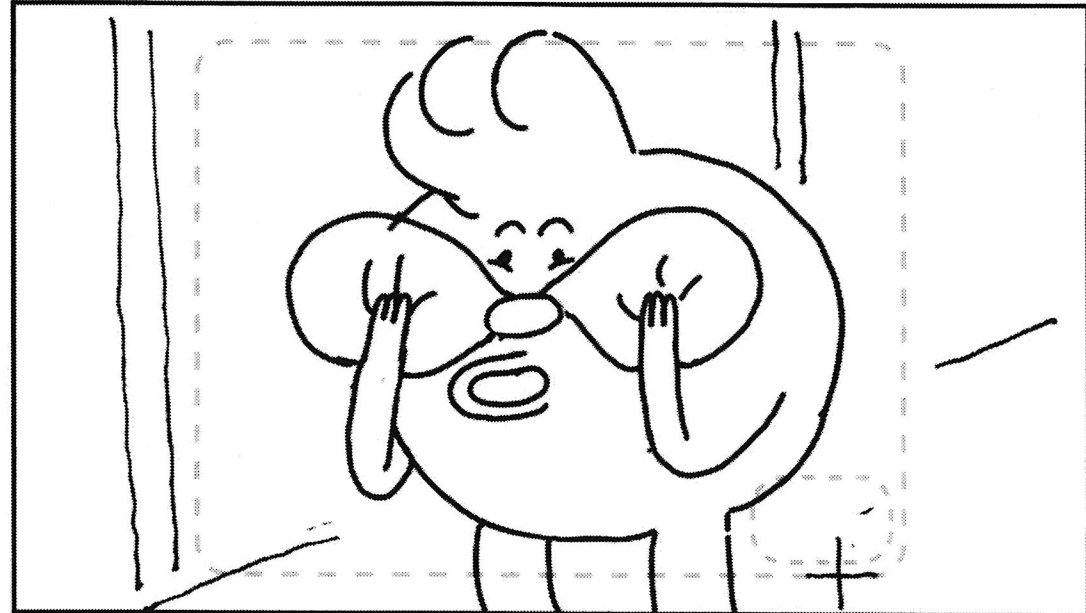
day night



Sc. 35 *CONT*

Pnl. C

Bg.



Page 50A
57 NEXT
day night

Cut

Dialog:

G: you're best friend, Goose!!

Action:

Timing:

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1025/184

Production:

1025/184

Cut

ADVENTURE TIME



Page 51

the cut

Sc. 36

Pnl. A

Bg.

day night



Sc. 36 cont Pnl. B

Bg.

day night



Dialog:

I: OH, UH... OF COURSE —

I: GOOSE!

Action:



Timing:

MAY 09 2014

Production :

EPISODE #

1025-184

1025/184

1025/184

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ADVENTURE TIME



Page **52**

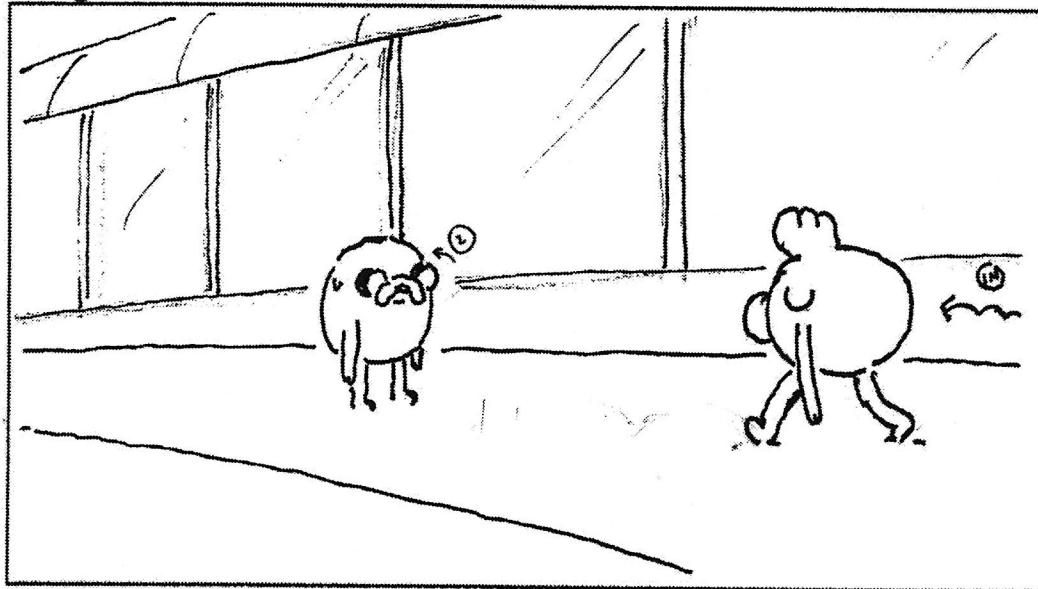
Handwritten: H Cut

Sc. **37**

Pnl. **A**

Bg.

day night

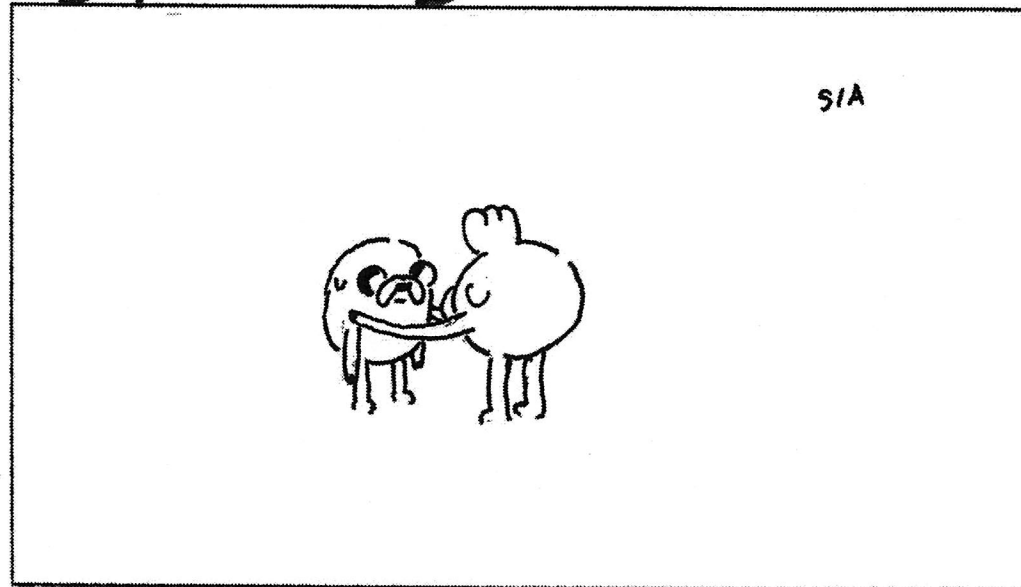


Sc. **37 CONT**

Pnl. **B**

Bg.

day night



EPISODE # **1025-184**

Production :

1025/184

Dialog:

G: OH H JAKE JAKE JAKE JAKE JAKE
you big goof!

G: HOW LONG'S IT BEEN. 2...3 YEARS?

Action:

- GOOSE WALKS ONIS UP TO JAKE

- GOOSE PUTS HIS HANDS ON JAKE'S SHOULDER

Timing:



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1025/184

1025/184

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ADVENTURE TIME



Sc. 38

Pnl. A

Bg.

day night



Sc. 38 cont Pnl. B

Bg.

day night



Dialog:

J : LET'S SEE...
J : UM ... ONE, TWO, UM --

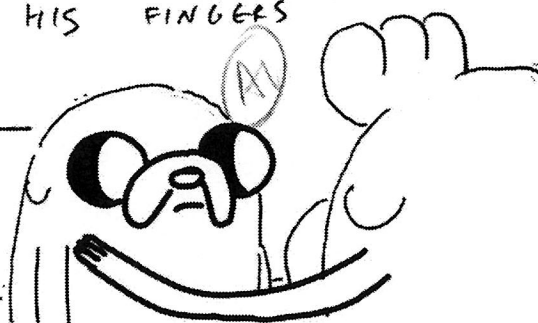
J : (MATTER-OF-FACT)
J : I'VE NEVER BEEN HERE.

Action:

J COUNTS HIS FINGERS

Timing:

①



MAY 09 2011

Page 53

Hu
cut

EPISODE# 1025-184

1025/184

Production :

1025/184

HW
CUT

ADVENTURE TIME



Page **54**

Sc. **39** Pnl. **A** Bg. day night



Sc. **39 CONT** Pnl. **B** Bg. day night



Dialog:	<u>G</u> : HA HA HA HA
Action:	- GOOSE BUSTS OUT LAUGHING.
Timing:	

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EPISODE # 1025-184

1025/184

Production :

1025/184

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ADVENTURE TIME



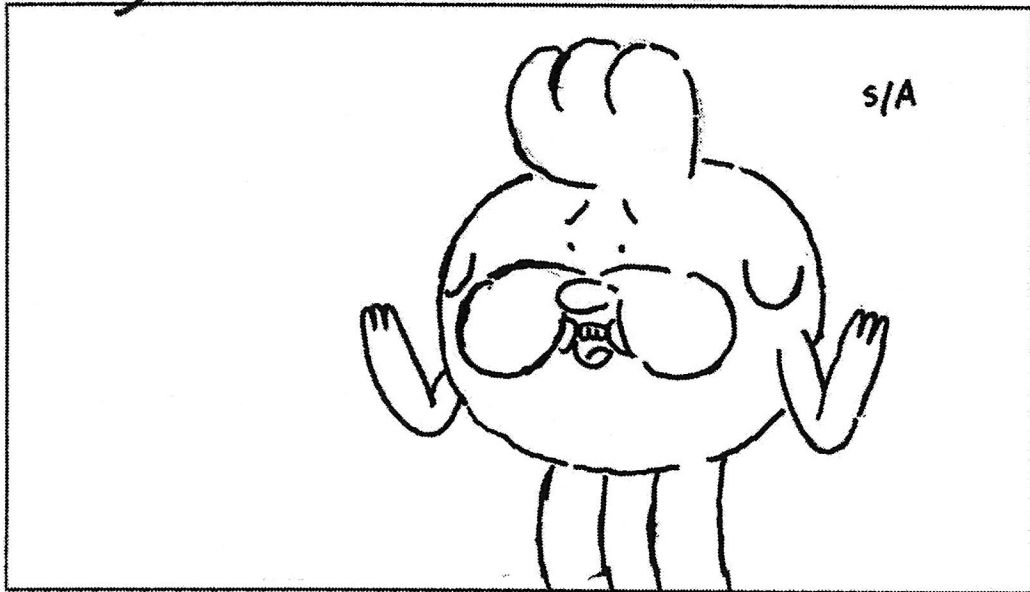
Page 55

Hw
Cut

Sc. 39 CONT Pnl. C

Bg.

day night

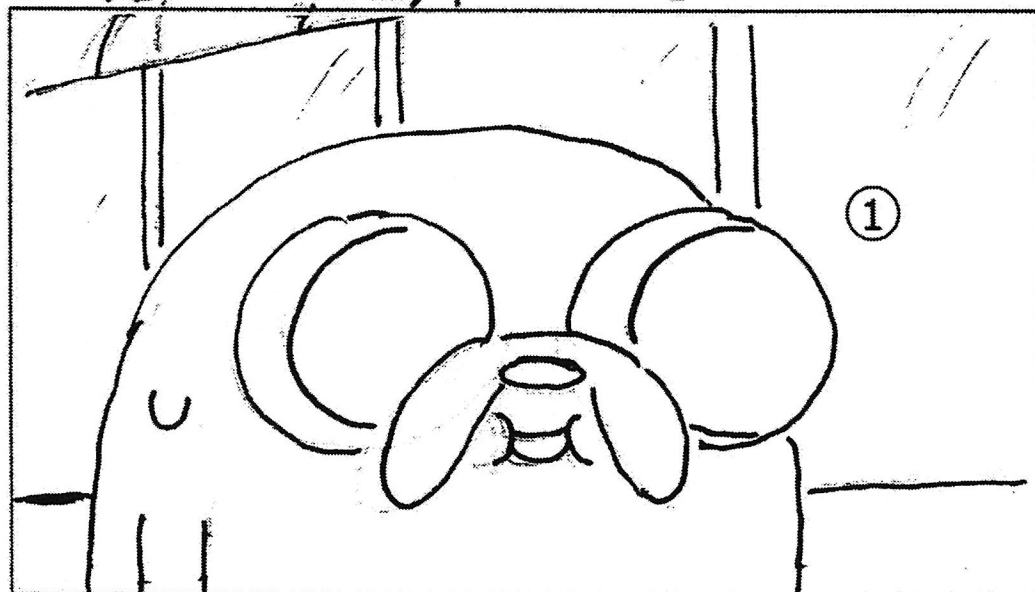


Sc. 40

Pnl. A

Bg.

day night



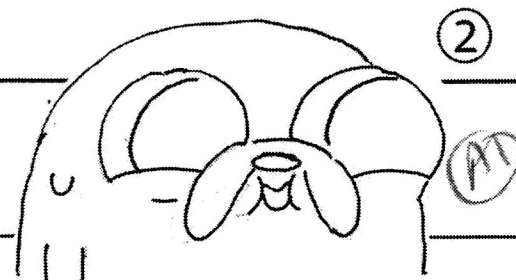
Dialog:

G: "I've never been here" you still got it jake

J: heh heh

Action:

Timing:



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Production :

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ADVENTURE TIME



Page 56

Sc. 41

Pnl. A

Bg.

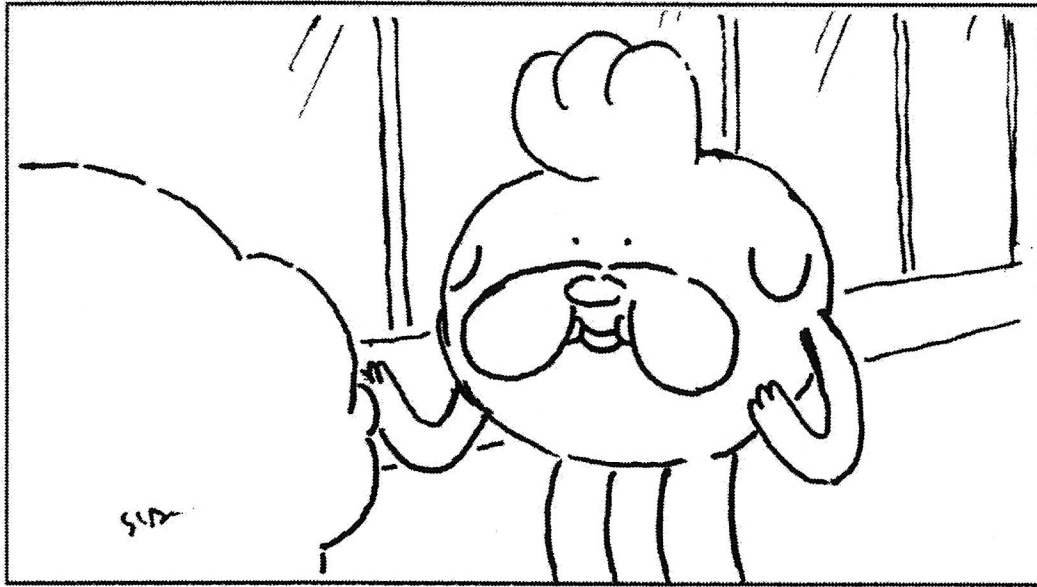
day night

Sc. 41 CONT

Pnl. B

Bg.

day night



Dialog:

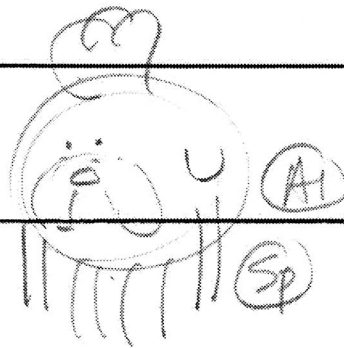
G: C'MON -

G: LET'S LET YOU HOME ...

Action:

- GOOSE PUTS HIS ARMS ON J'S SHOULDERS

Timing:



MAY 09 2014

EPISODE # 1025-184

1025/184

Production :

1025/184

1025/184

ADVENTURE TIME



Ho
Cut

Page **57**

Sc. **41 CONT** Pnl. **C**

Bg.

day night

Sc. **42**

Pnl. **A**

Bg.

day night

Cut



EPISODE # 1025-184

1025/184

Production :

Dialog:

G : EVERYBODY'S WAITIN FOR YA
AT THE PARTY !

J : eh, PARTY ?

Action:

Timing:

MAY 09 2014

1025/184

1025/184

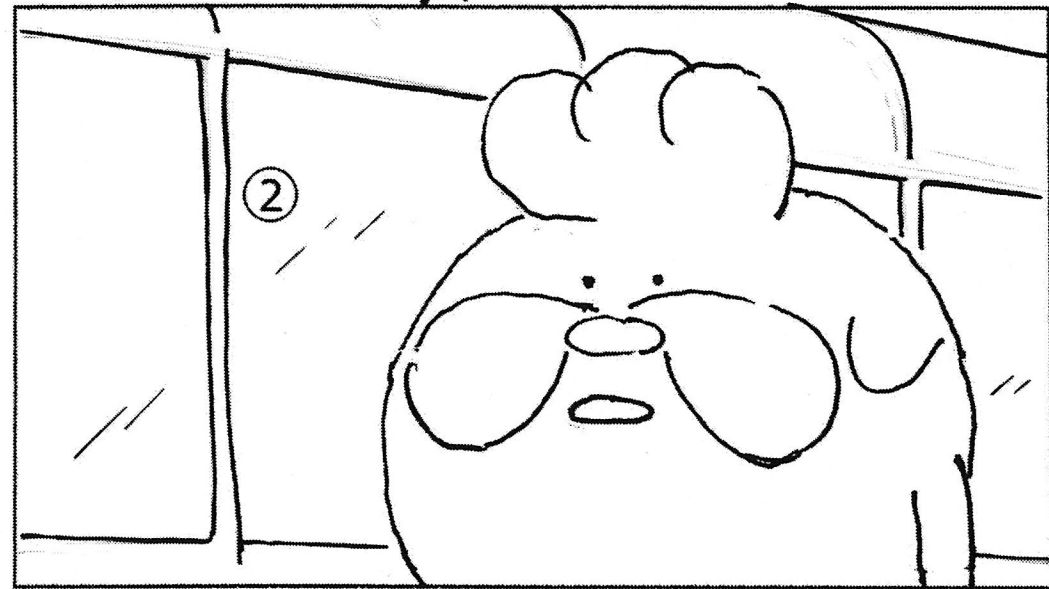
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Cut

ADVENTURE TIME



Sc. **49** Pnl. **A** Bg. day night



Sc. **49 CONT** Pnl. **B** Bg. day night





Cut w/wipe post

1025-184

CLOCK WIPE

1025/184

Dialog:	<u>G</u> : NO.	<u>G</u> : PAR-TAAAAAY
Action:		
Timing:	<p>- G RAISES "THE ROOF"</p> <p>2 1 2 1 3 1 2 1</p>	

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1025/184

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Cut
w/wipe
post

ADVENTURE TIME



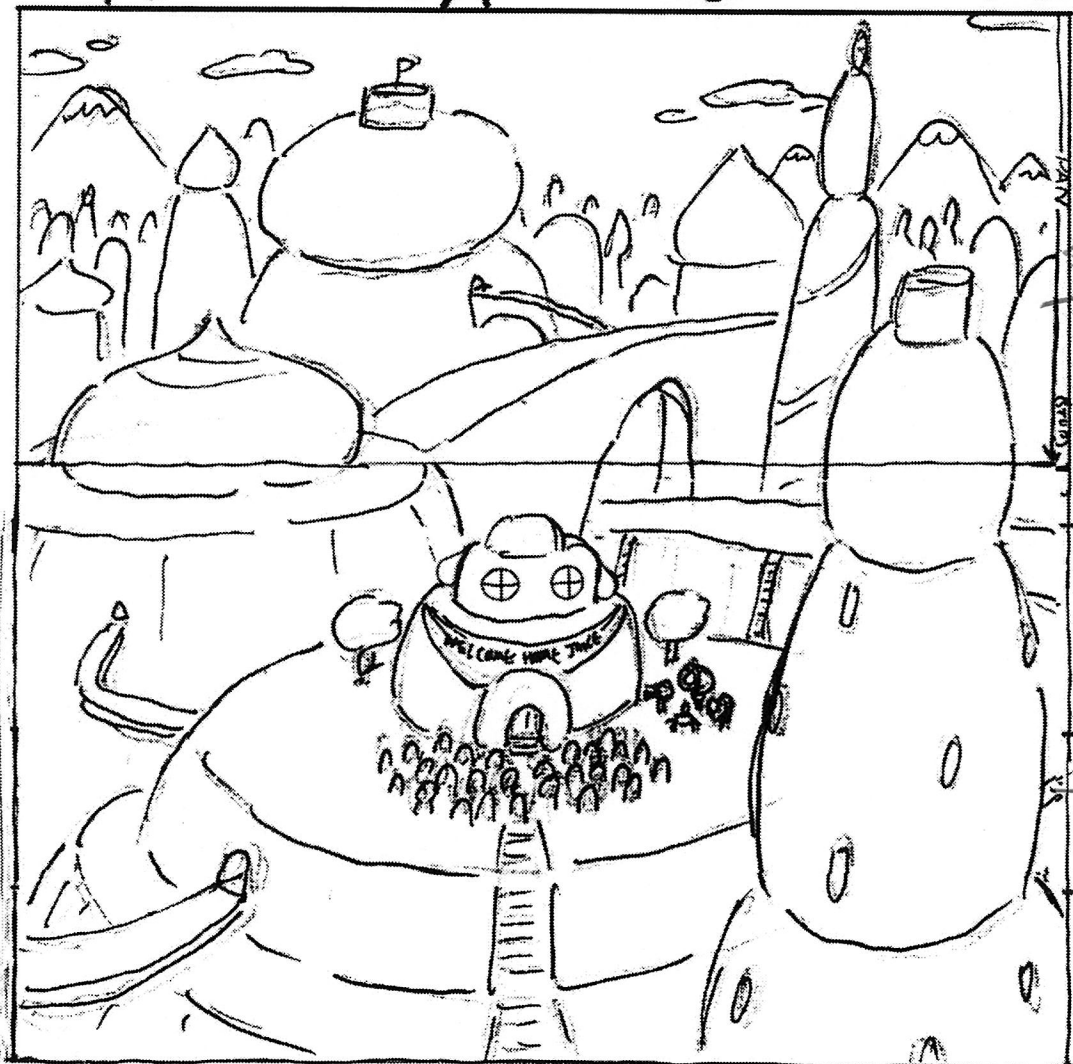
Page **59**

Sc. **44**

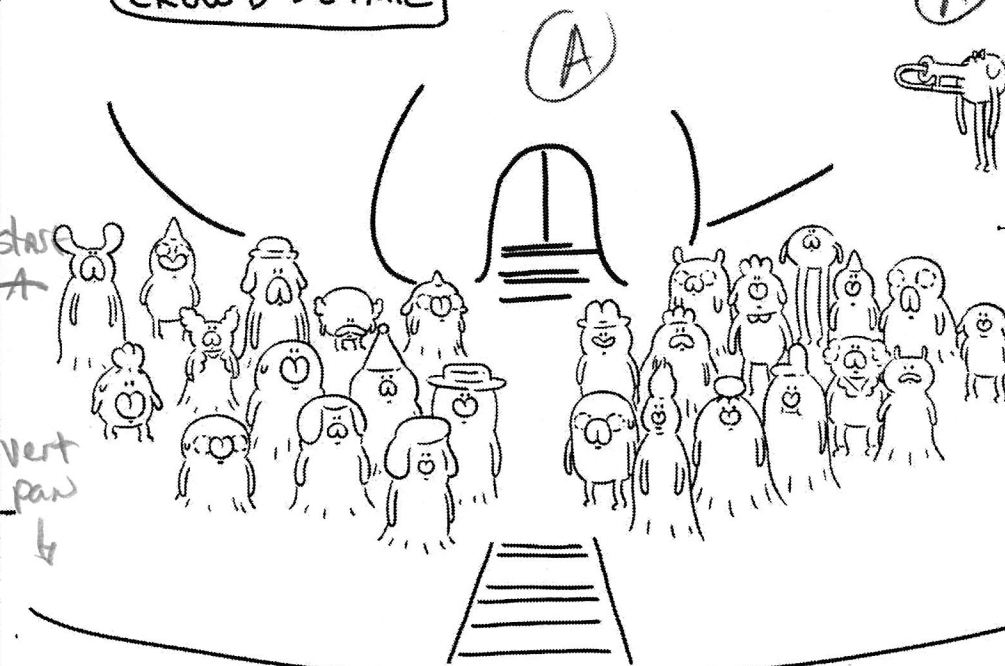
Pnl. **A**

Bg.

day night



CROWD DETAIL



- PAN DOWN CITYSLAPE
TO A CROWD OF PEOPLE
WAITING IN FRONT OF
A HOUSE
- "WELCOME HOME JACK"
BANNER

MAY 09 2014

Production :

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ADVENTURE TIME

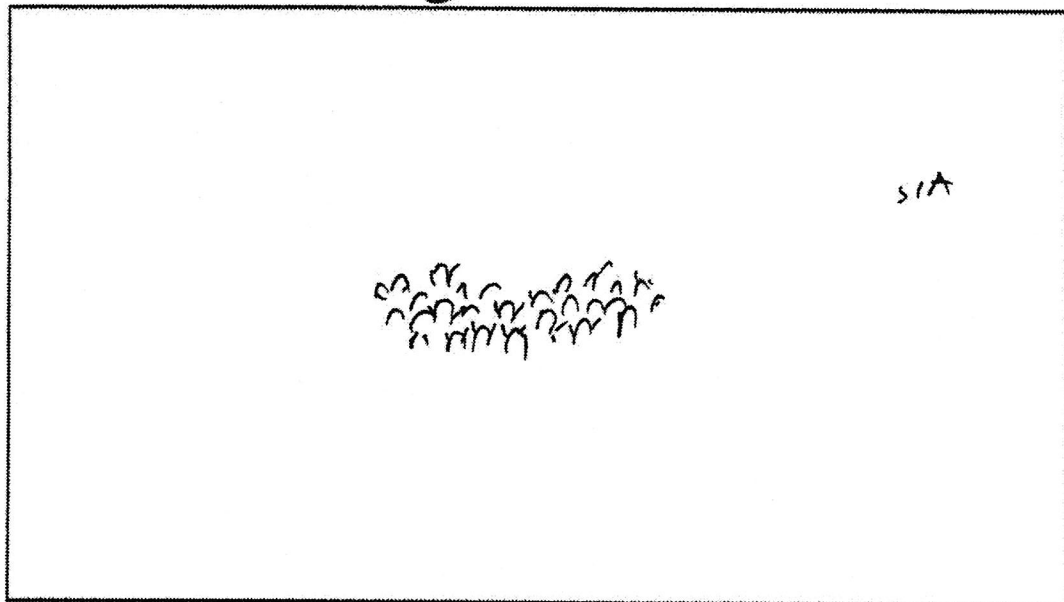


Sc.

44 cont Pnl. B

Bg.

day night



Sc.

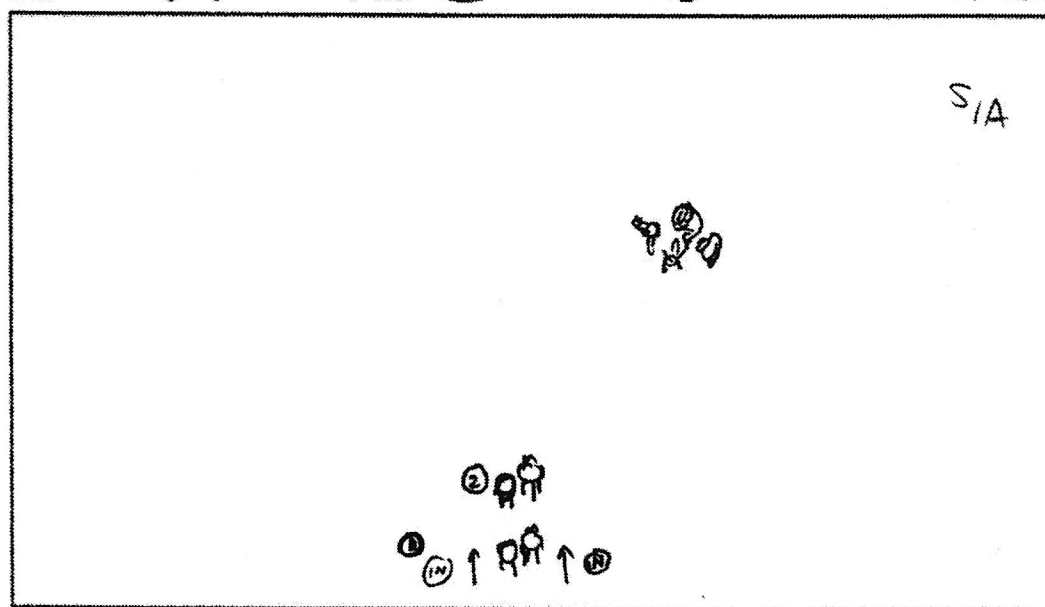
44 cont Pnl. C

Bg.

Page

60

day night



Dialog:

JAKE PEOPLE CROWD

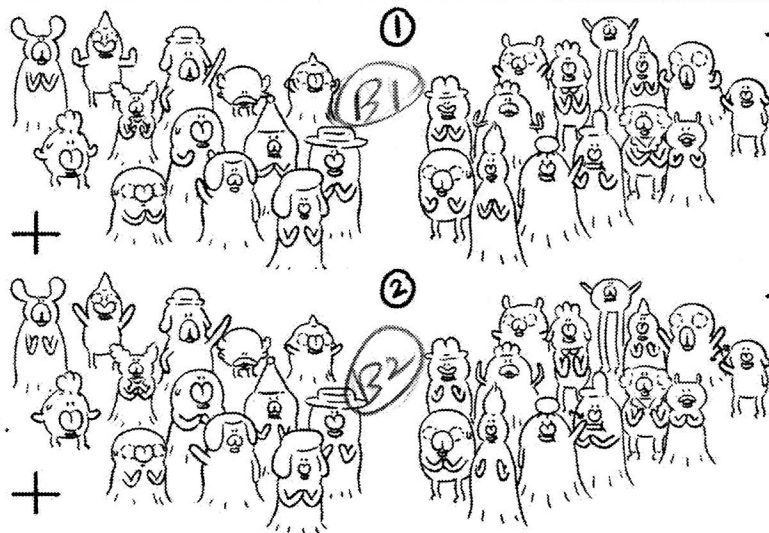
[APPLAUSE, CHEERS]

DETAIL →

Action:

Timing:

- APPLAUSE/CHEER
CYCLE ①, ②, ①, ②, etc.

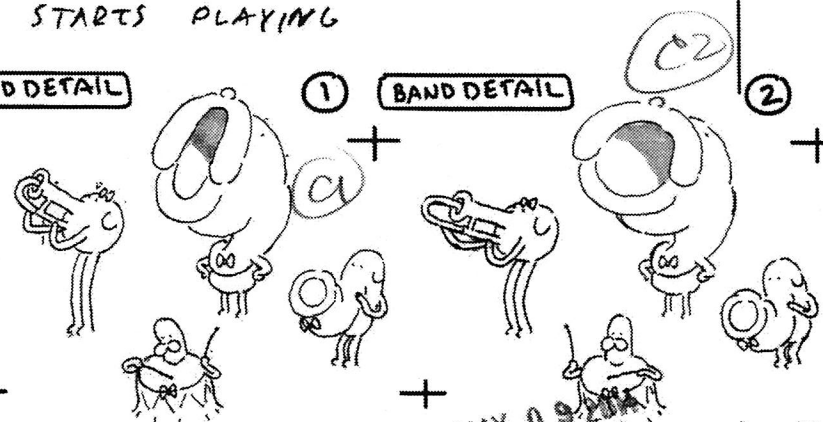


Sfx: BAND STARTS PLAYING

BAND DETAIL

BAND DETAIL

- G & J WALK ON/S
GO TOWARD HOUSE



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1025/184

Prox

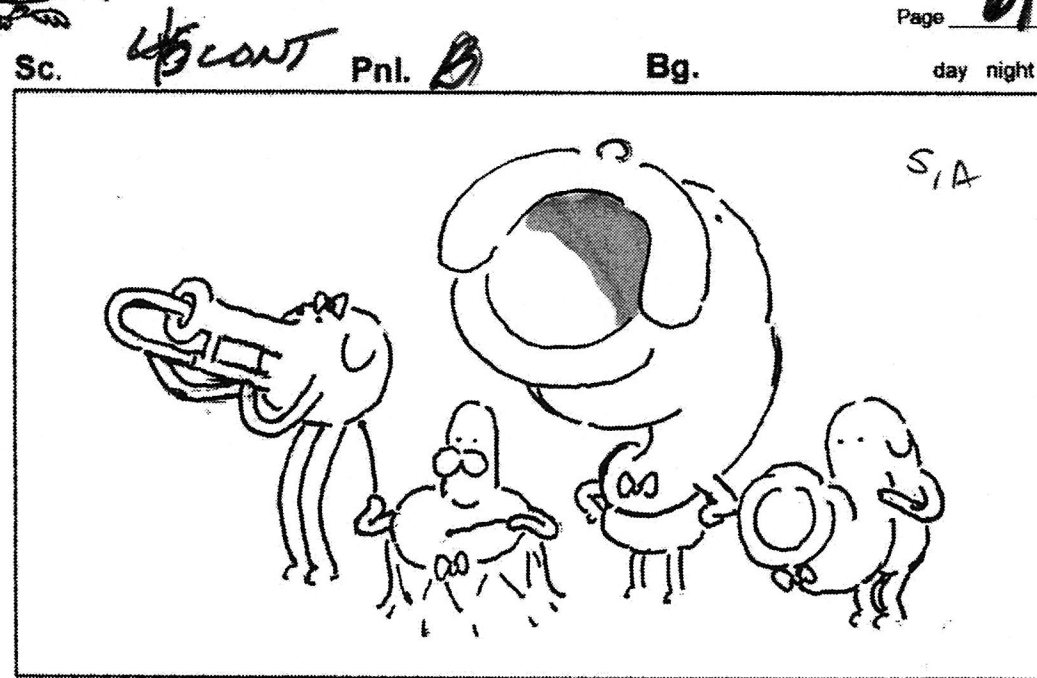
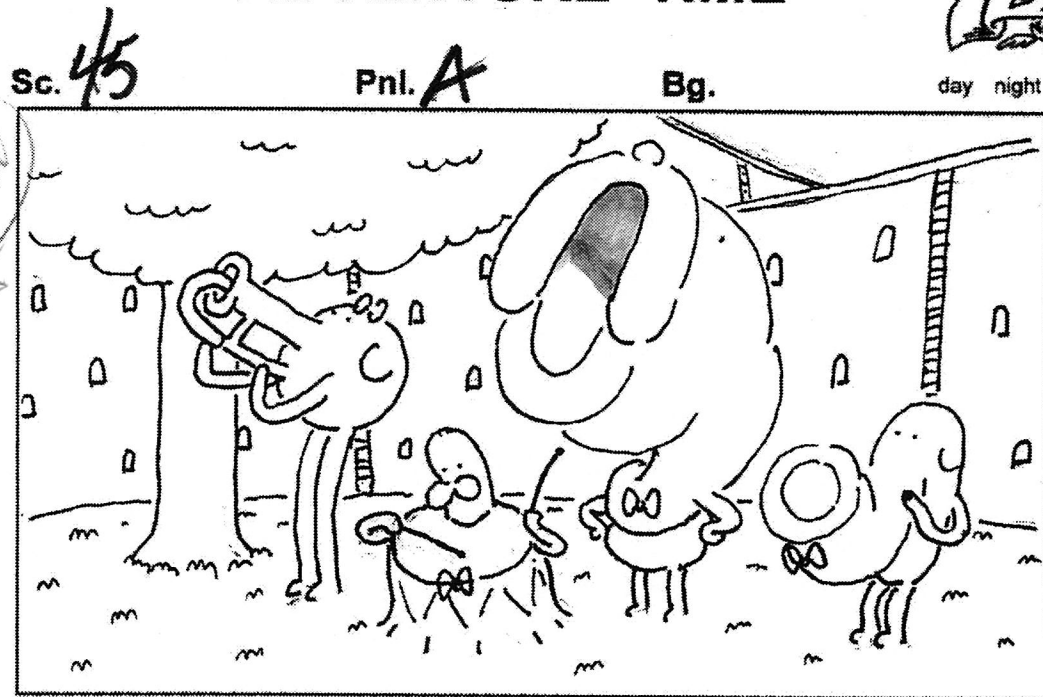
1025/184

ADVENTURE TIME



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day night

Art



SIA

EPISODE # 1025-184

1025/184

Production :

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1025/184

1025/184

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Dialog:
Action: - JAKE - BAND PLAYS
Timing:

← CYCLE →

ADVENTURE TIME



NO
SC 47

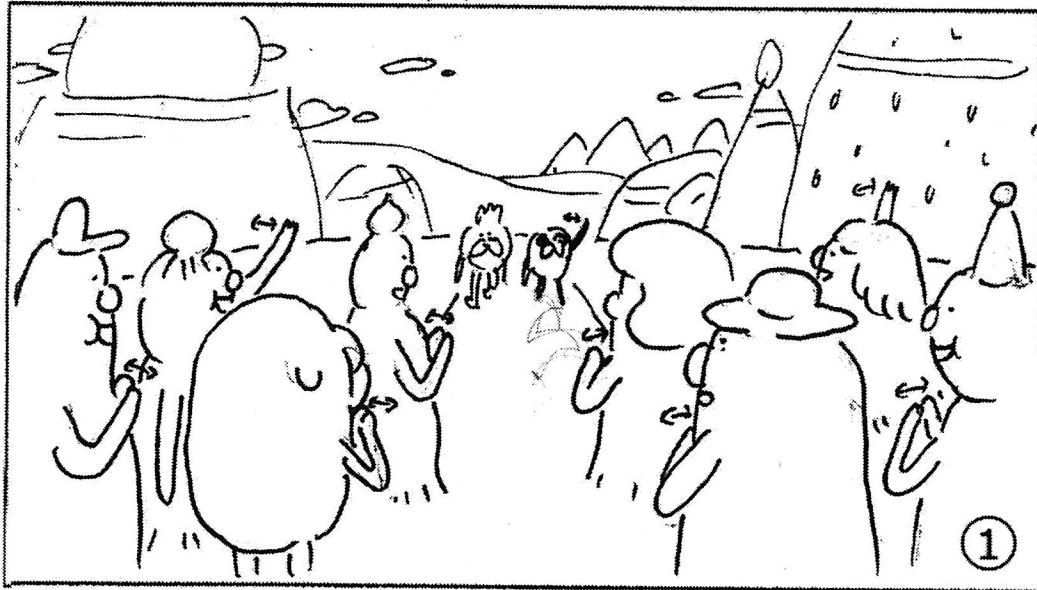
Page **62**
NO PG 563-65
day night

Sc. **46**

Pnl. **A**

Bg.

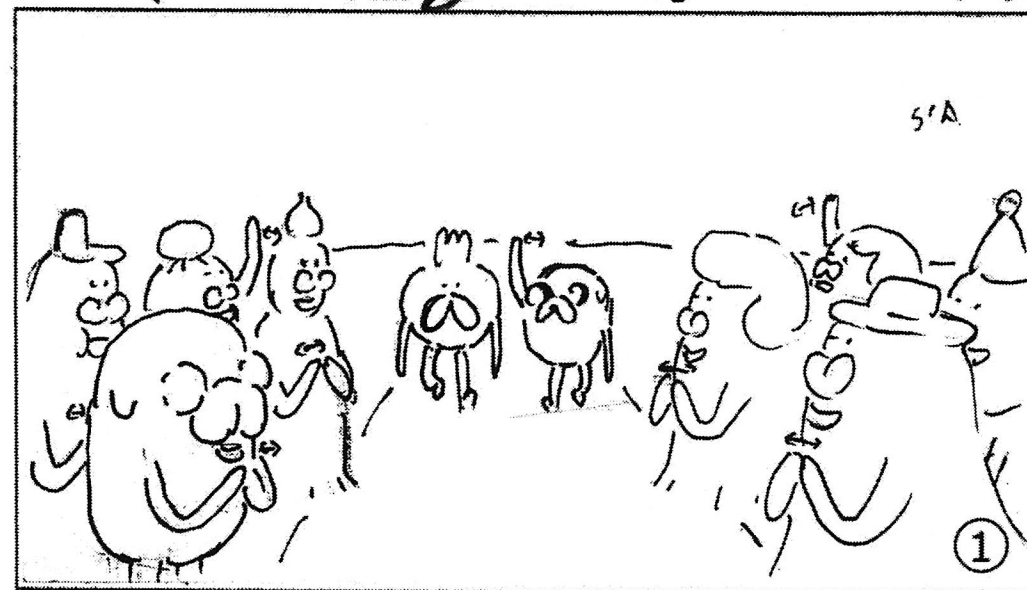
day night



Sc. **46 CONT**

Pnl. **B**

Bg.



1025-184

EPISODE #

1025/184

Production :

1025/184

Dialog:

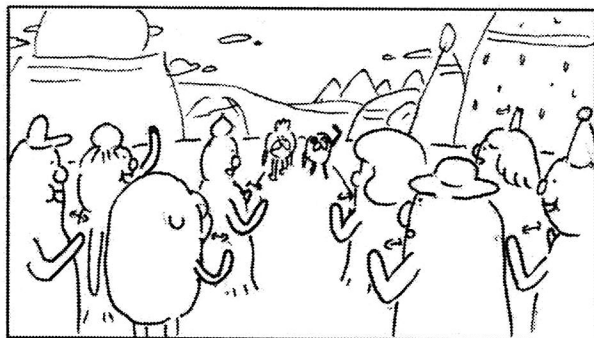
- JAKE WAVES TO CROWD.

JAKE PEOPLE: (CROWD WALLA) JAKE WE MISSED YOU!
WELCOME HOME JAKE!

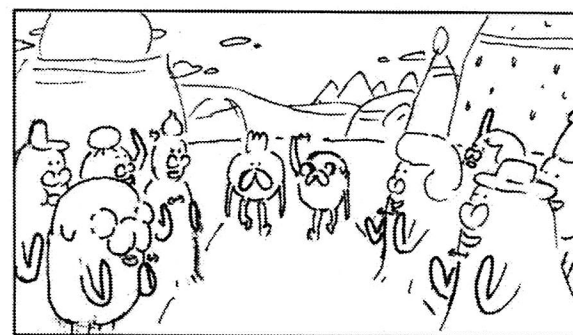
- CROWD MOVES TO MAKE WAY FOR J+G

Action:

Timing:



2



2

MAY 09 2014

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ADVENTURE TIME



Page 66

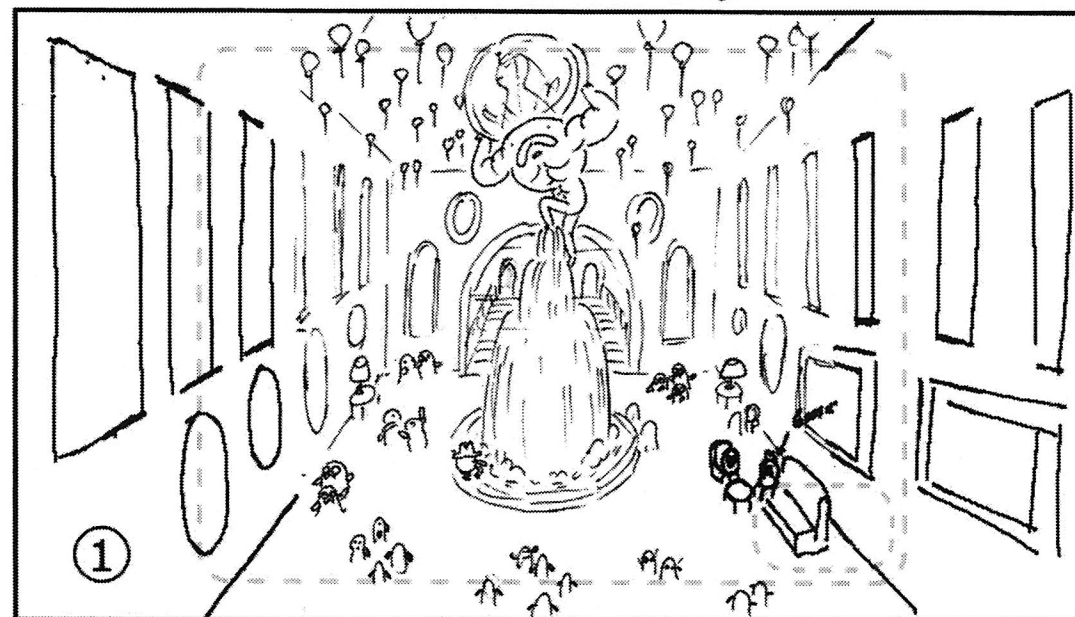
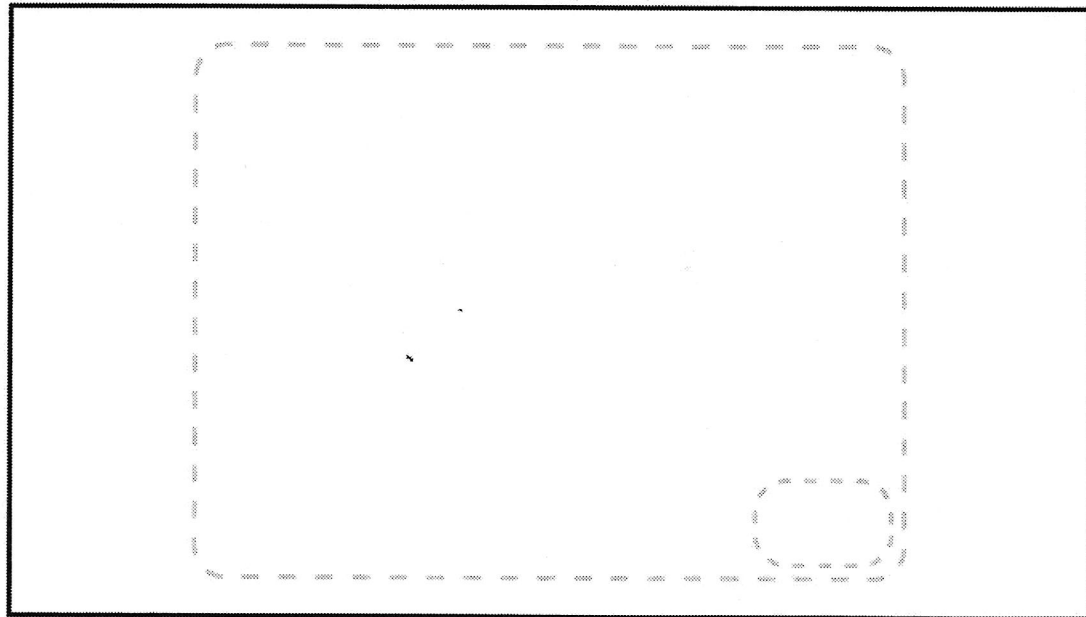
Sc. Pnl. Bg. day night

Sc. 48

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

party music playing
-crowd dancing



MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

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1025/184

44 Cat

ADVENTURE TIME



NO SC'S
50-52

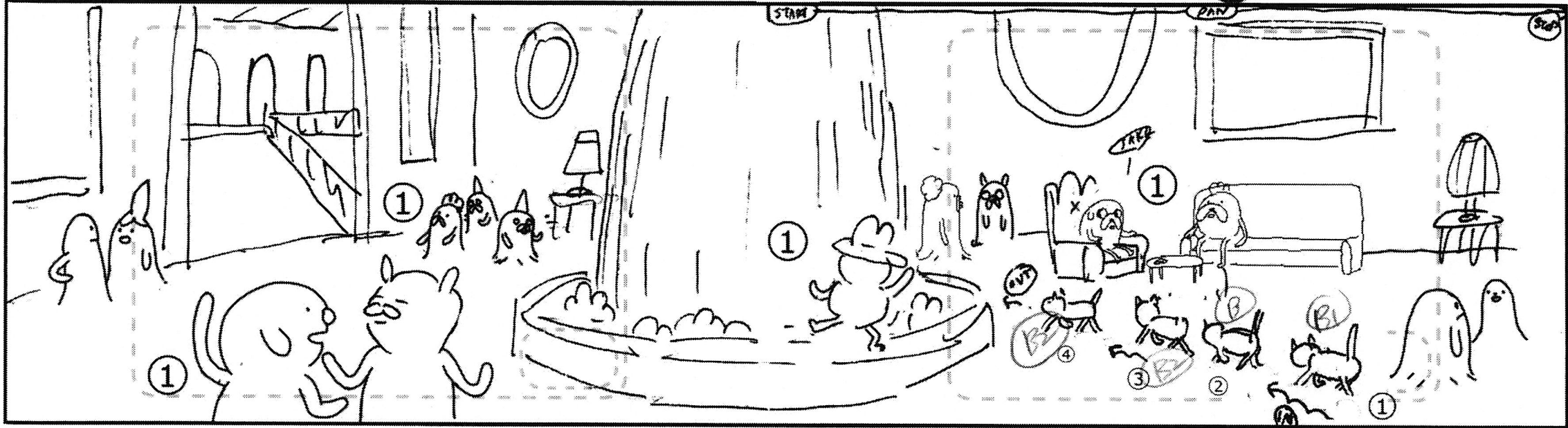
Page 67
NO PG-568-72

Sc. 49

Pnl. A

Bg.

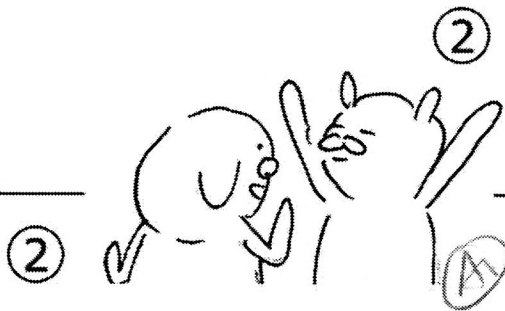
day night



Dialog:

Action:

Timing:



A1
A1

2



-cat runs through
-pan across party
-people dancing

MAY 09 2014

EPISODE # 1025-184

Production:

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HW
CST

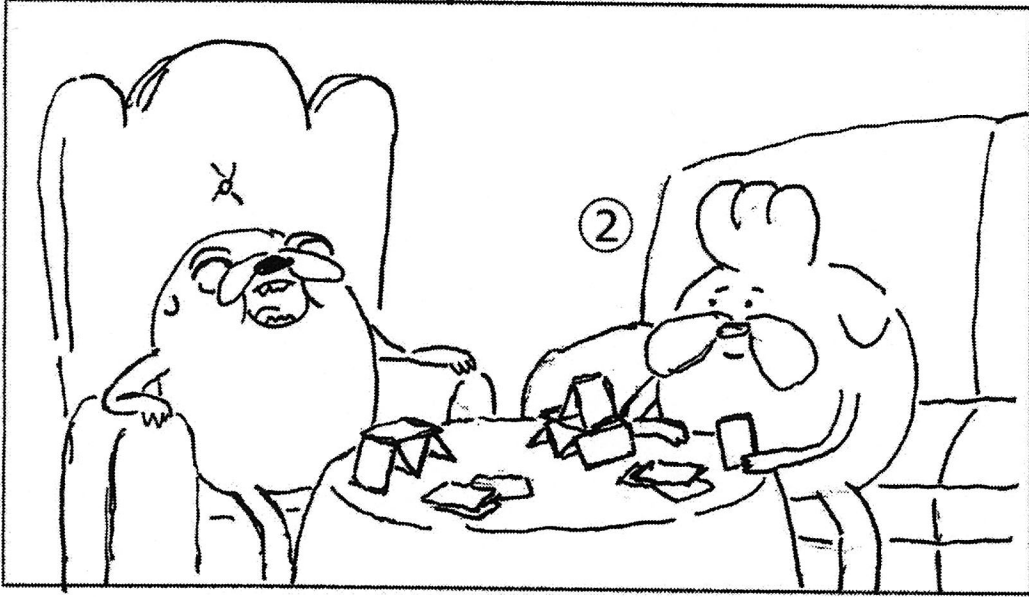
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ADVENTURE TIME

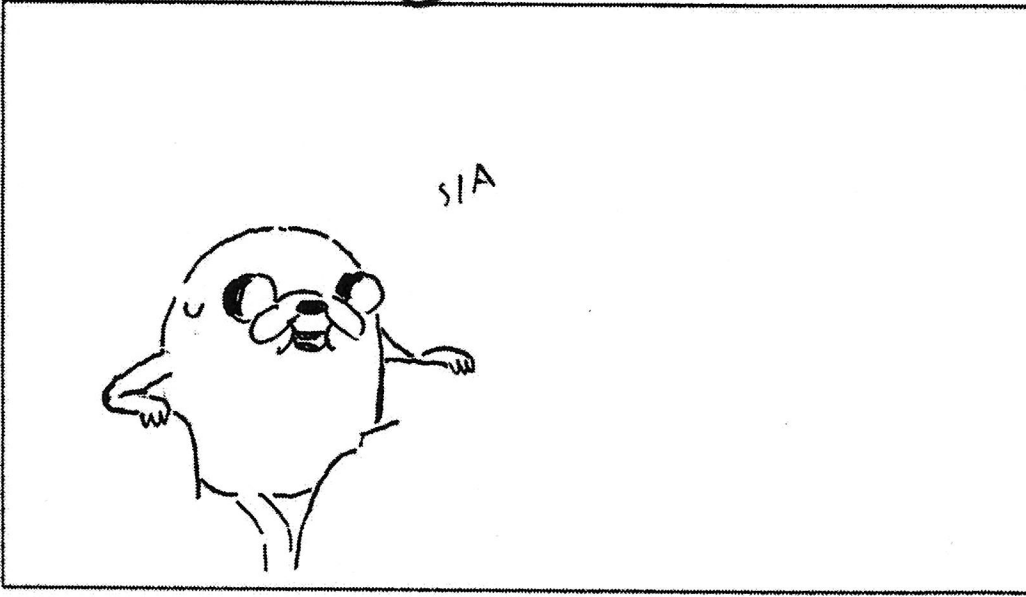



Page **73**
day night

Sc. **53** Pnl. **A** Bg. day night



Sc. **53 CONT** Pnl. **B** Bg. day night



Dialog:	<u>I</u> : HA HAHA HA		<u>I</u> : DO IT AGAIN, GOOSE
Action:	INT. JAKE'S HOUSE,		
Timing:			

MAY 09 2014

HW
CST

EPISODE #
1025-184

1025/184

Production :

1025/184

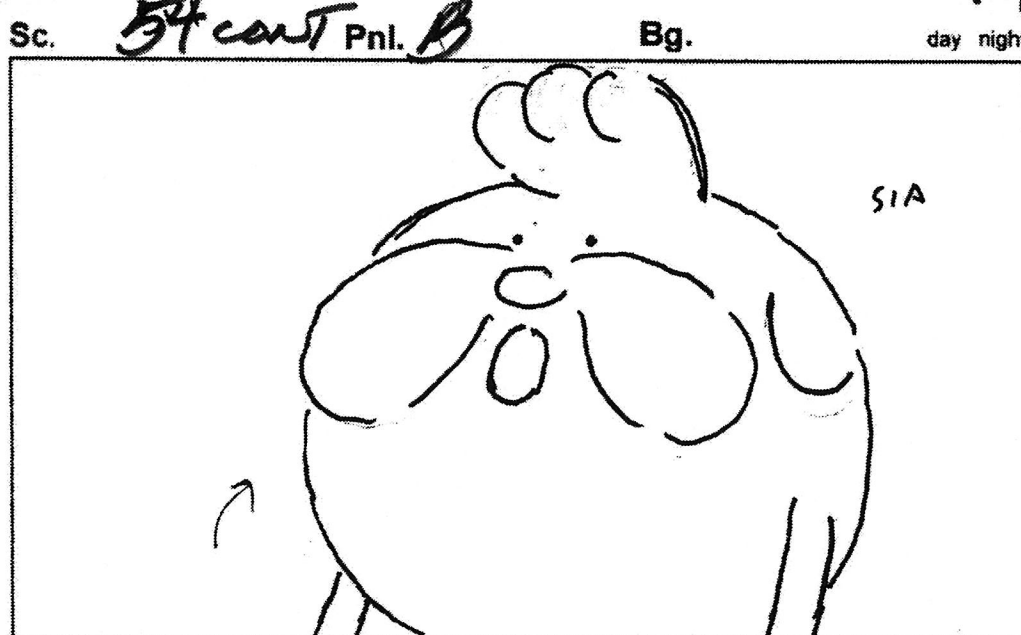
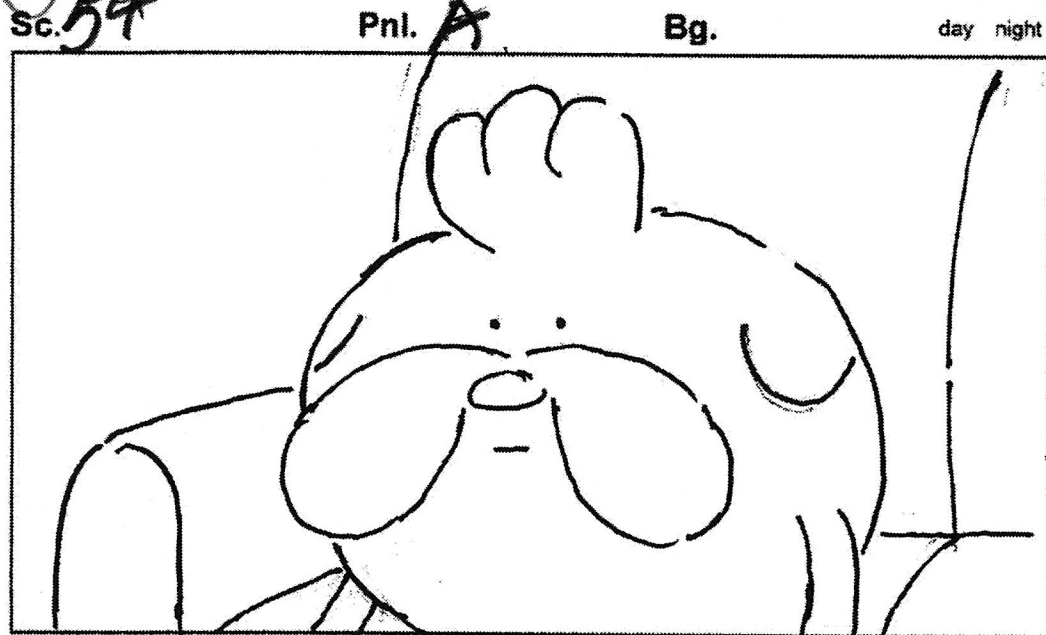
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1001 Cont
Sc. 54

ADVENTURE TIME



Page 74



Dialog:
Action: - G ANTICS
Timing:

MAY 09 2014

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EPISODE #

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Production :

1025/184

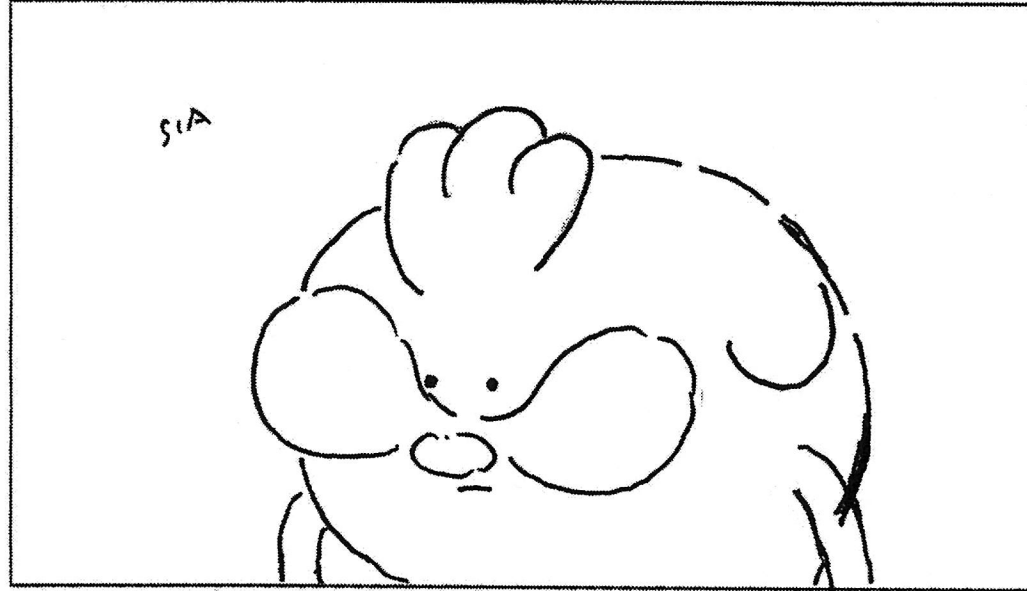
ADVENTURE TIME



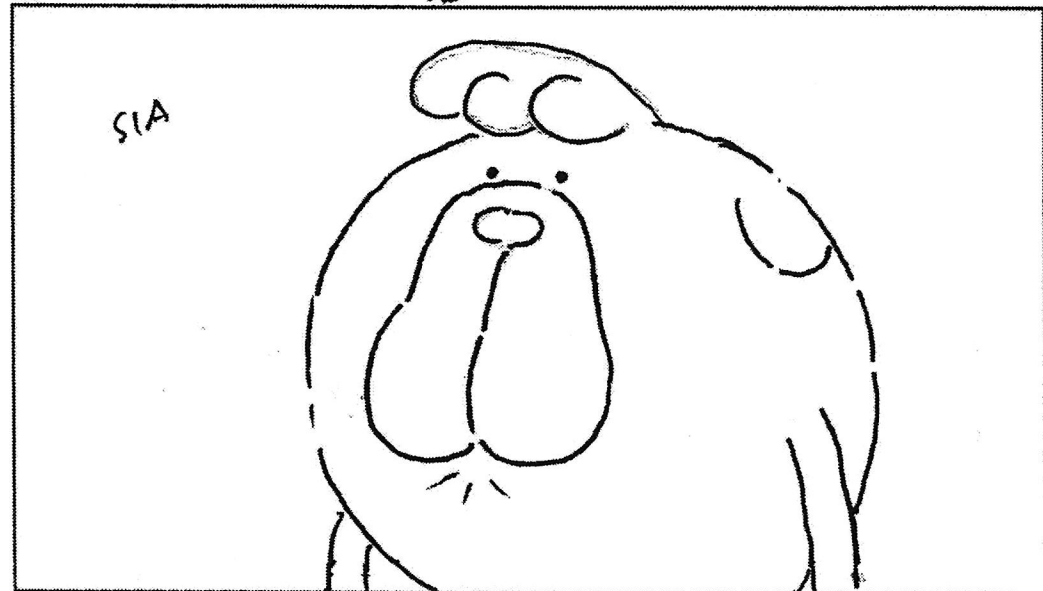
Page 75
day night

Cut

Sc. 54 CONT Pnl. C Bg. day night



Sc. 54 CONT Pnl. D Bg. day night



Dialog:	SFX : [CLAP CLAP CLAP CLAP]	
Action:	— GOOSE NODS HIS HEAD UP AND DOWN MAKING HIS JOWELS SLAP TOGETHER	
Timing:	<div style="text-align: center;"> </div>	

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Production :

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ADVENTURE TIME



Page **76**
day night

Sc. **55**

Pnl. **A**

Bg.

day night



Sc. **55 cont** Pnl. **B**

Bg.

day night



Dialog:	J: HAHNAHNAHNA
Action:	-J. CRACKS UP.
Timing:	MAY 09 2014

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Production :

1025/184

1025/184

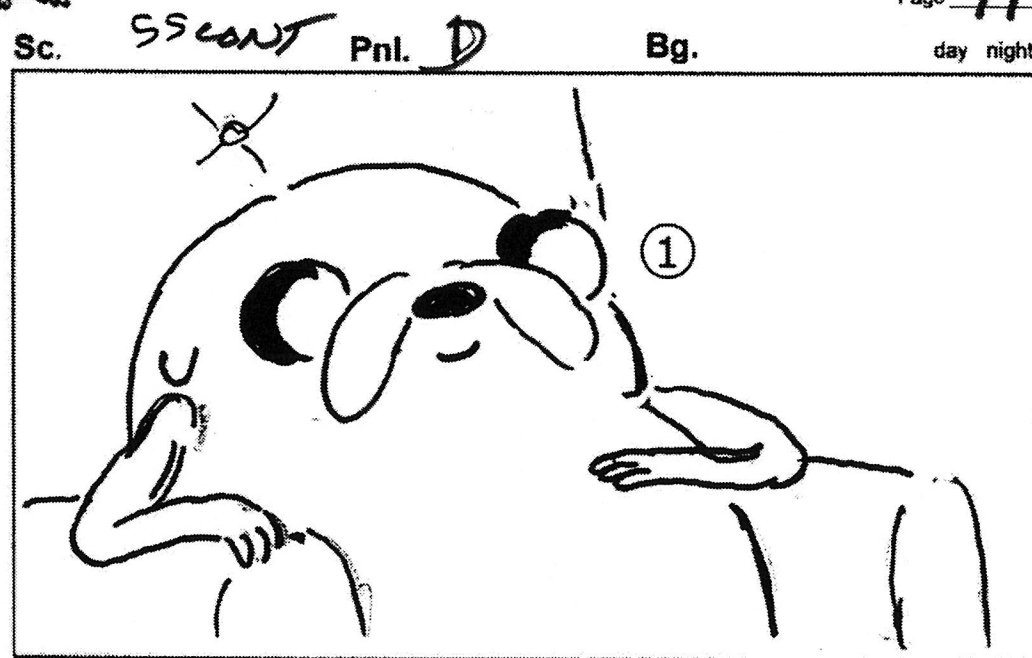
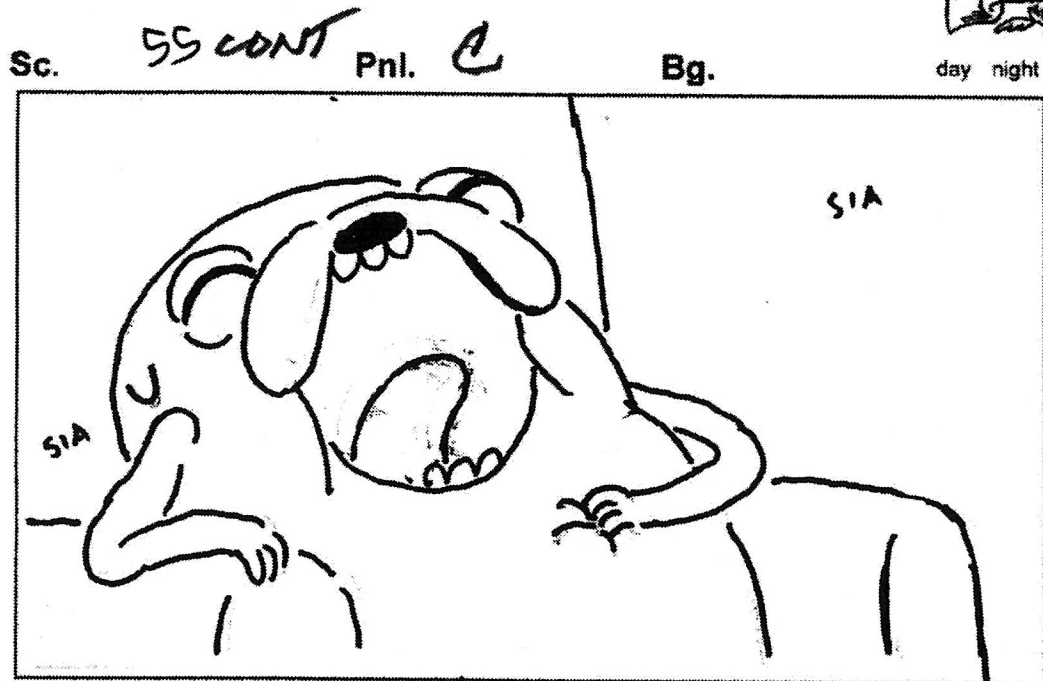
1025/184

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ADVENTURE TIME



Page 77
day night



Dialog:

I: HA-HA-HA-HA -
G: (GRRS) MEY. JAKE?

I: HEH, WHAT.

Action:

Timing:



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Production :

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1025/184

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ADVENTURE TIME



Page **78**

Cut

Sc. **56**

Pnl. **A**

Bg.

day night



Sc.

SO CONT

Pnl. **B**

Bg.

day night



1025-184

EPISODE #

1025/184

Dialog:

G: NOW THAT YOU'RE BACK...

G: HOW BOUT THAT S BULKS YOU
STILL OWE ME

Action:

Timing:

②
①
MAY 09 2014

Production :

1025/184

Cut

ADVENTURE TIME



Cut

Sc. **57**

Pnl. **A**

Bg.

day night

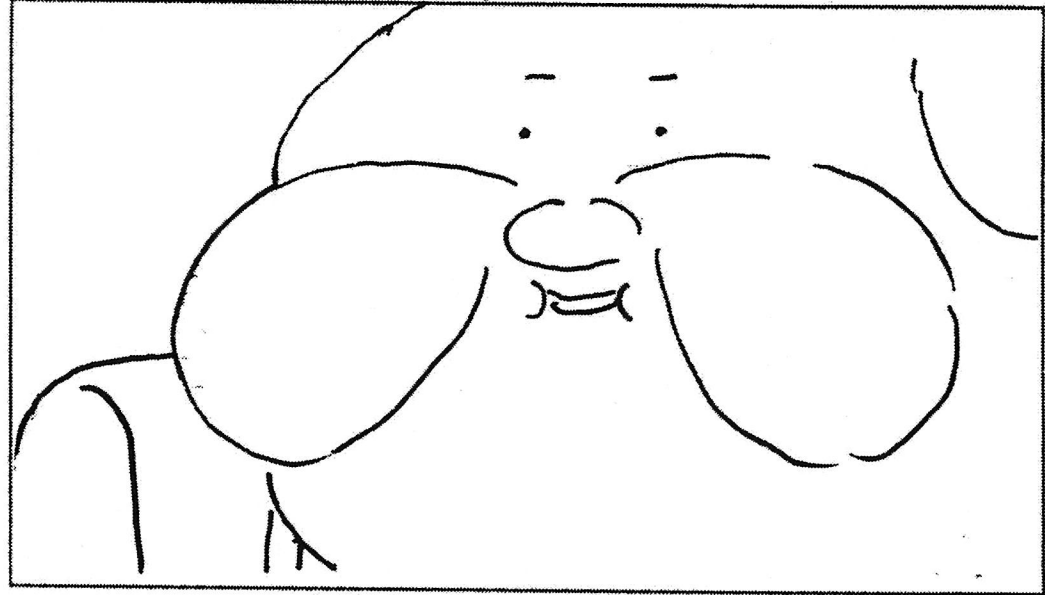


Sc. **58**

Pnl. **A**

Bg.

day night



Dialog:

J: UM... WHAT S BUCKS?

Action:



Timing:

MAY 09 2014

EPISODE # **1025-184**

Production :

1025/184

1025/184

1025/184

1025/184

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ADVENTURE TIME



Cut

Sc.

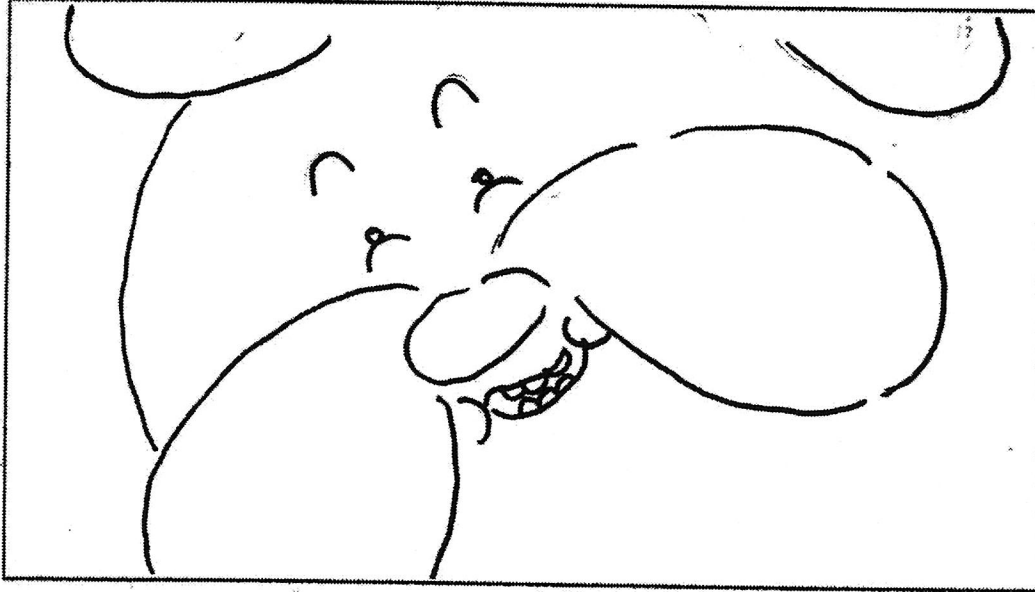
58 cut

Pnl.

B

Bg.

day night



Sc.

59

Pnl.

A

Bg.

Page

80

day night

BOA NEXT



Dialog:

G : CHEESEBURGER CHEESECAKE
RING A BELL?

Action:

- GOOSE LEANS FORWARD

Timing:

MAY 09 2014

EPISODE #

1025-184

Production :

1025/184

1025/184

1025/184

ADVENTURE TIME



Sc. 59 *CONT*

Pnl. B

Bg.

day night



Sc. 59 *CONT*

Pnl. C

Bg.

Page 80A
day night



Cont

Dialog:

J: wha-

Action:

sfx: *tremor*
-tremor shakes the house

Timing:

MAY 09 2014

EPISODE # 1025-184

1025/184

Production:

1025/184

1025/184

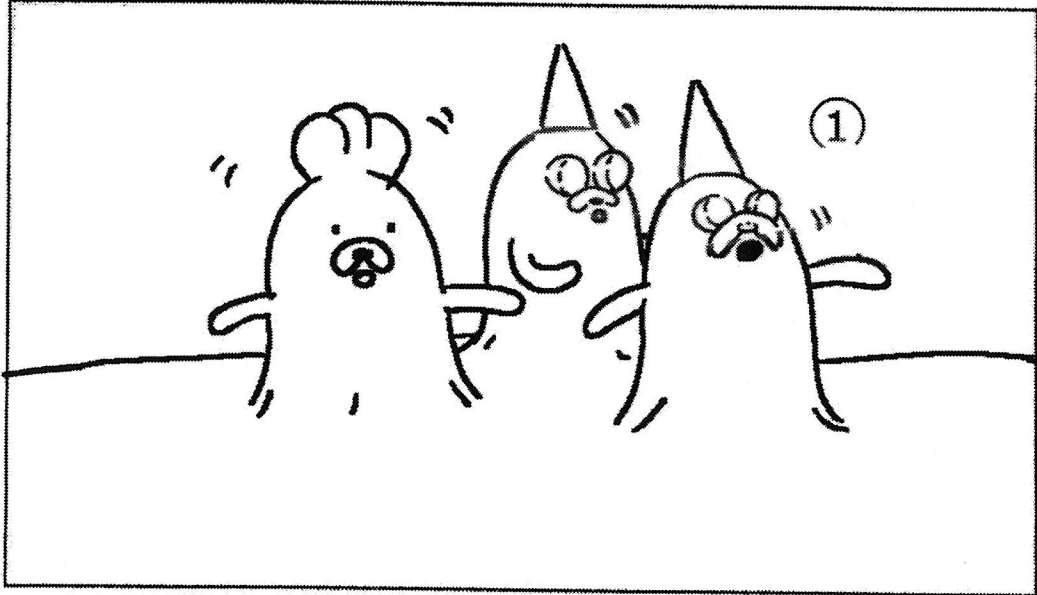
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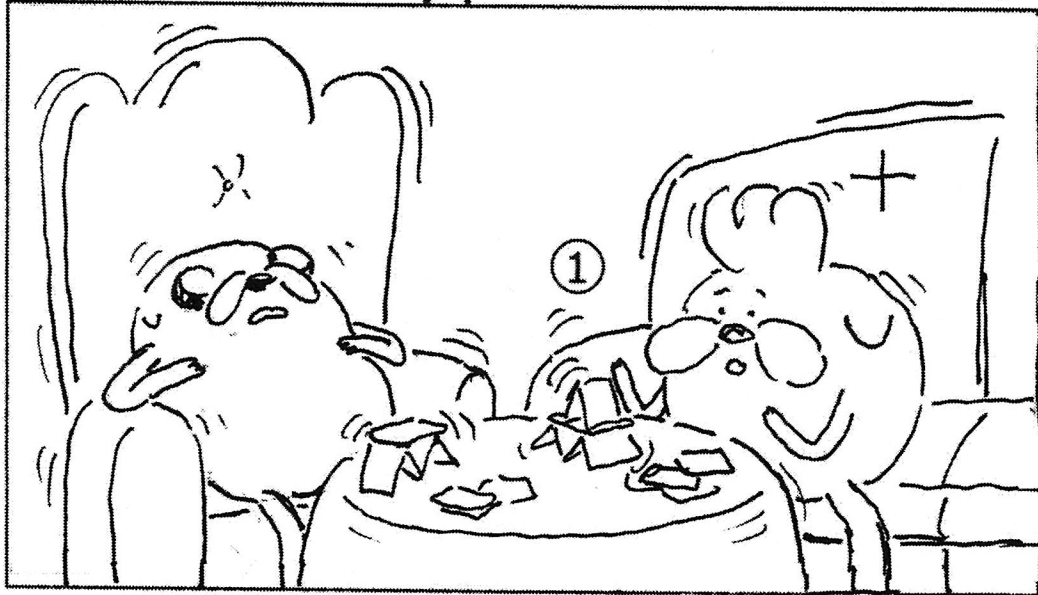



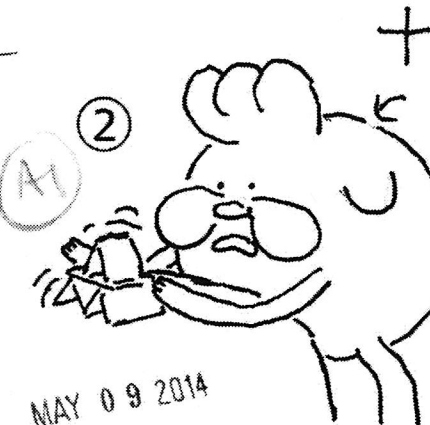
Page 81

Sc. 59A Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	
Action:	SFX: *TREMOR*
Timing:	 <p>- G. TRIES TO KEEP HOUSE OF CARDS FROM COLLAPSING.</p>  <p>MAY 09 2014</p>

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Production :

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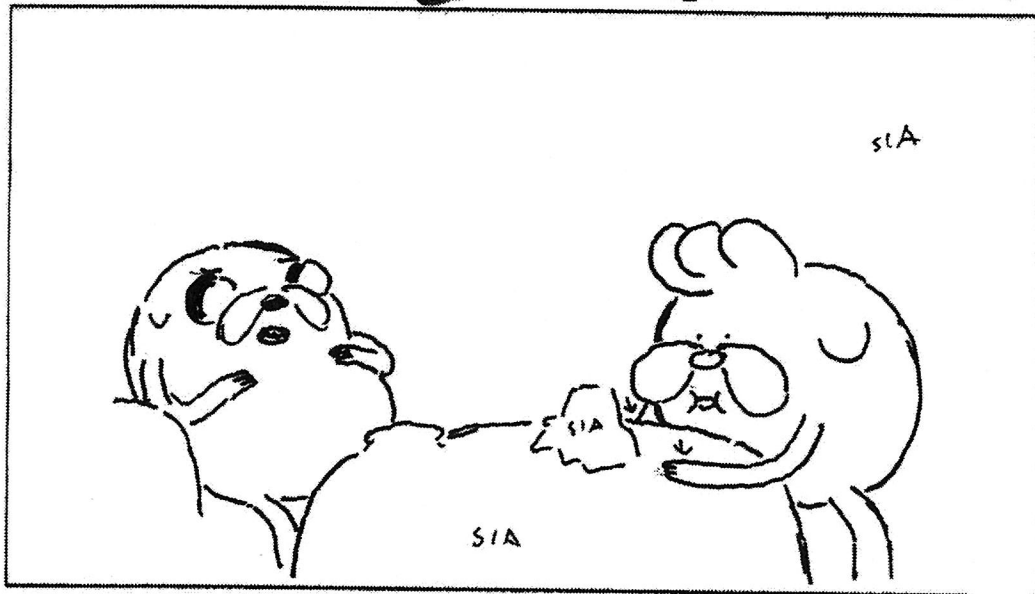


Sc.

60 CONT Pnl. B

Bg.

day night

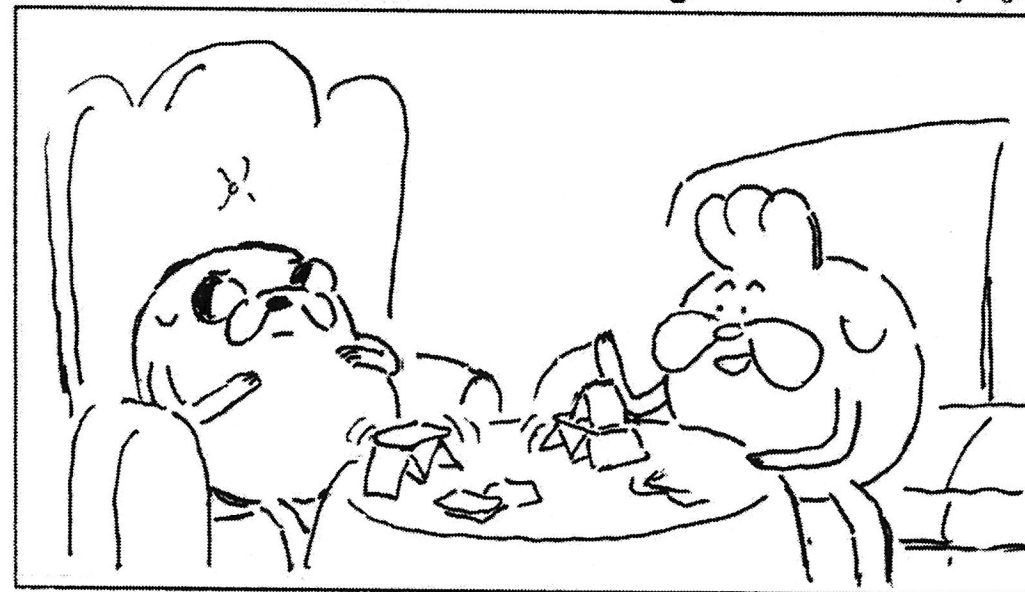


Sc.

60 CONT Pnl. C

Bg.

Page 82 day night



Dialog:

J: WHAT IS THAT...

G: OH THAT -

don't worry about that

Action:

Timing:



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ADVENTURE TIME



Sc.

61

Pnl. A

Bg.

day night



Sc.

61 cont

Pnl. B

Bg.

day night



Dialog:

J: (THINKING) GUESS I BETTER NOT
WORRY ABOUT IT...

J: HMM ... I'M HUNGRIES GOOSE

Action:

- J LOOKS AT HIS TUMMY

Timing:

MAY 09 2014

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83

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Production :

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1025/184

141 cut
Sc. 62

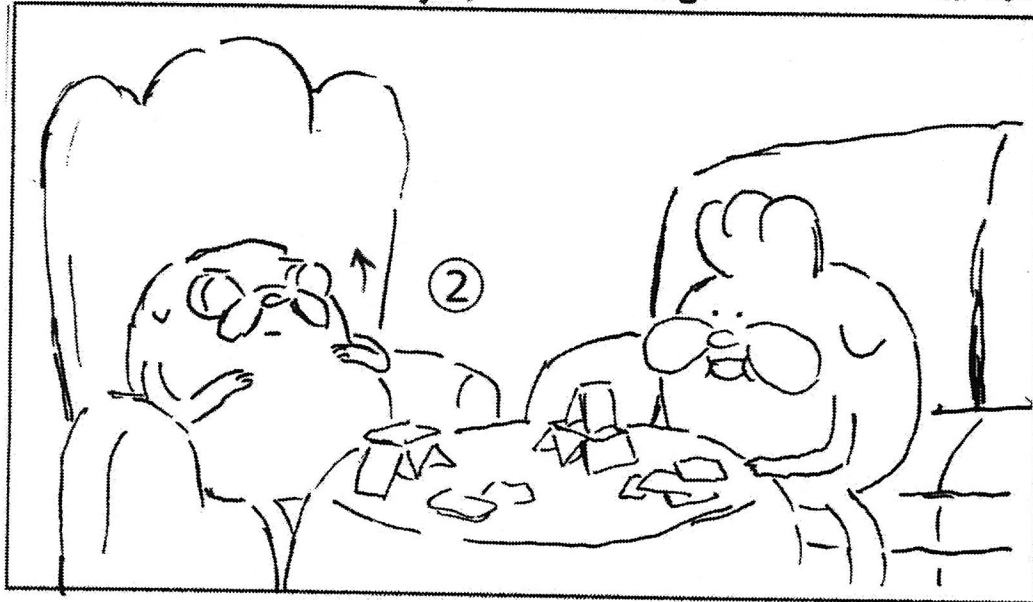
ADVENTURE TIME



Pnl. A

Bg.

day night

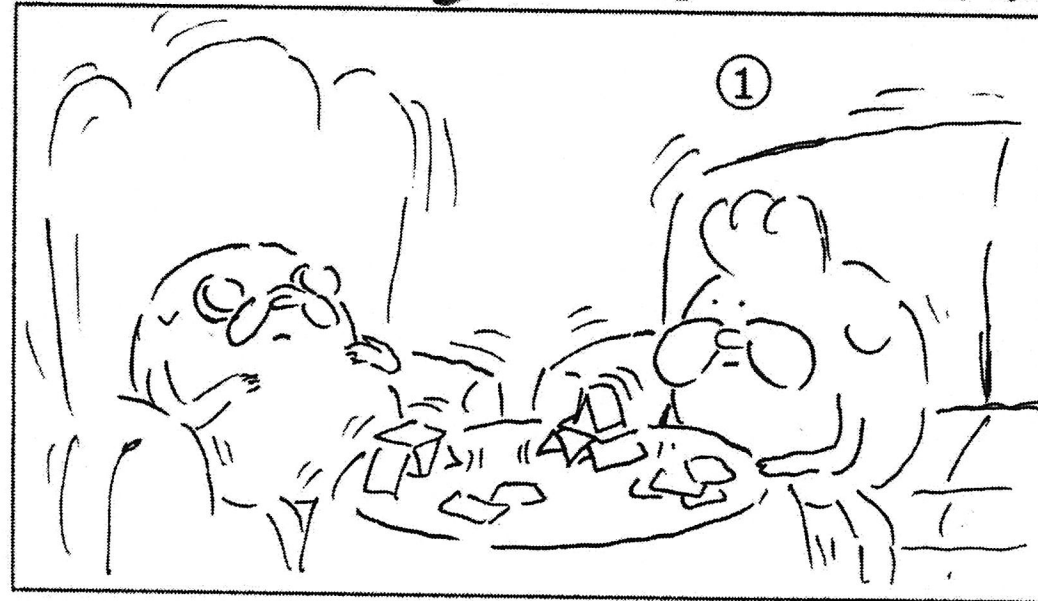


Sc. 62 CONT

Pnl. B

Bg.

day night



Dialog:

G: I THINK THERE'S A COLD
NACHO BASKET IN THE FRIDGE

Action:

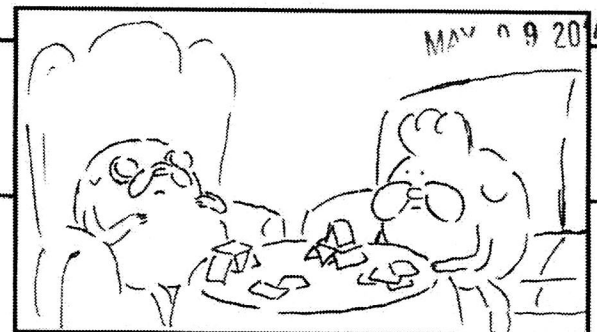


- TREMOR
- tremor stops

2

Timing:

SFX: * RUMBLING *



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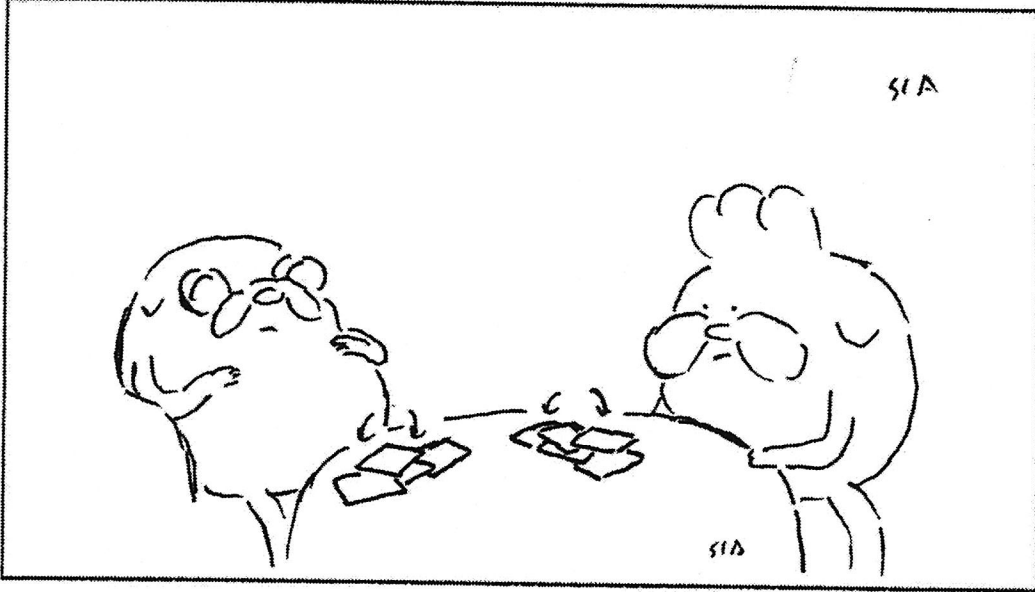


Sc.

62 cont Pnl. C

Bg.

day night



Sc.

62 cont Pnl. D

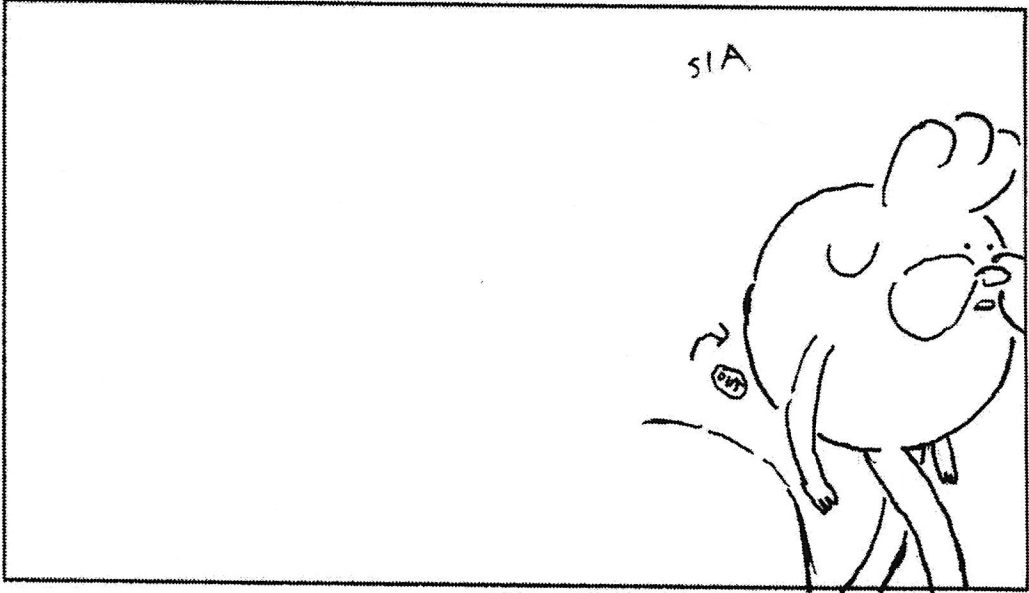
Bg.

Page

85

day night

cut



Dialog:

SFX: * SHUFF X

G: JUST A SEC.

Action:

- CARDS COLLAPSE

- GOOSE WALKS OFF

Timing:

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Production :

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1025/184

1025/184

Cut

ADVENTURE TIME



Page **86**

Sc. **63**

Pnl. **A**

Bg.

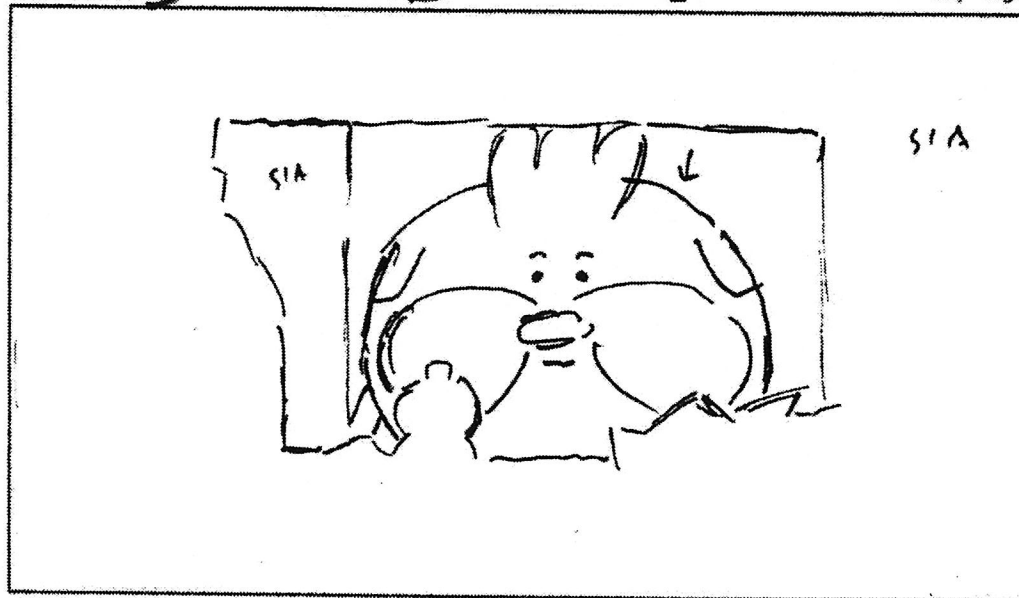
day night



Sc. **63 cont** Pnl. **B**

Bg.

day night

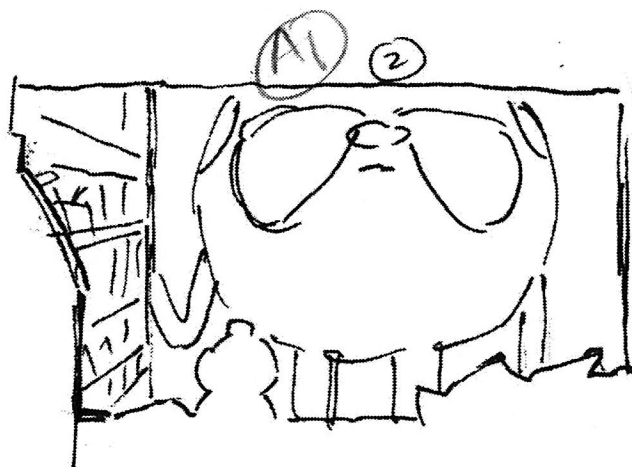


Dialog:

Action:

- GOOSE OPENS THE FRIDGE
- LIGHTER AFTER OPENING

Timing:



- G STOOPS TO LOOK INSIDE

MAY 09 2014

Production :

EPISODE #

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ADVENTURE TIME



Sc.

63 CONT Pnl. C

Bg.

day night

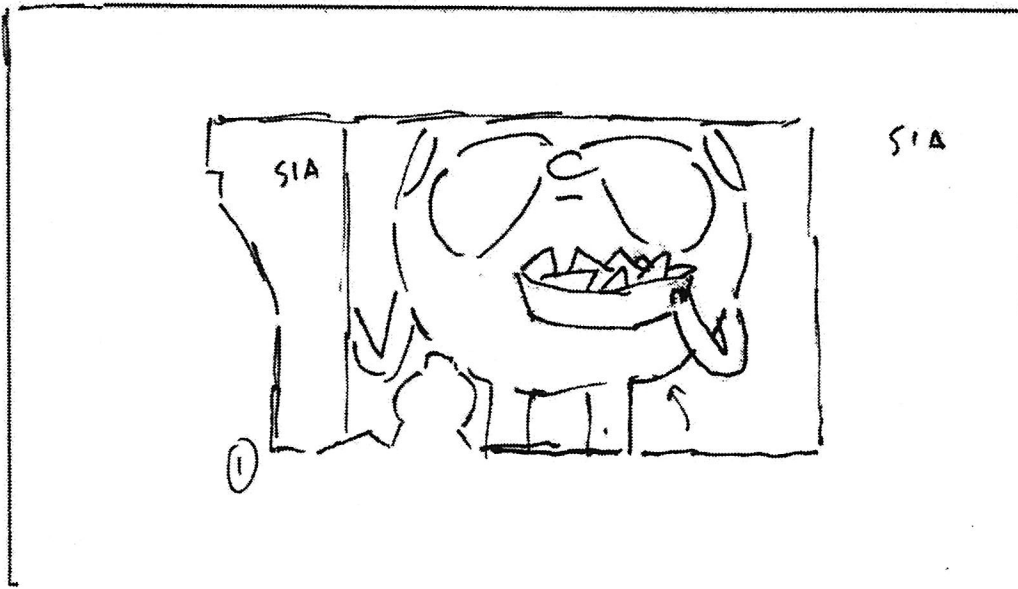
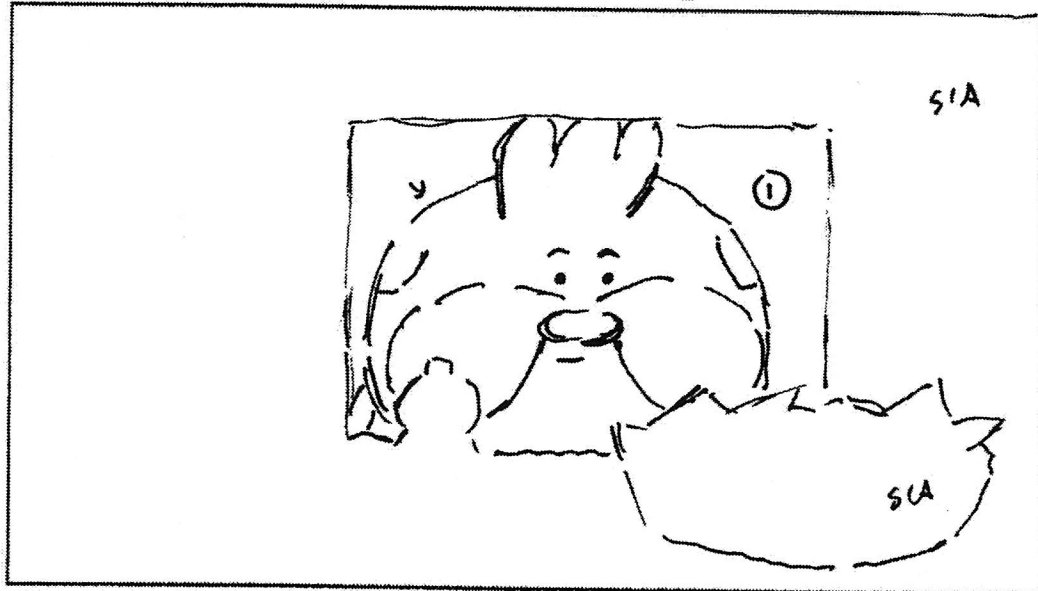
Sc.

63 CONT Pnl. D

Bg.

Page

87
87A NEXT
day night



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1025-184

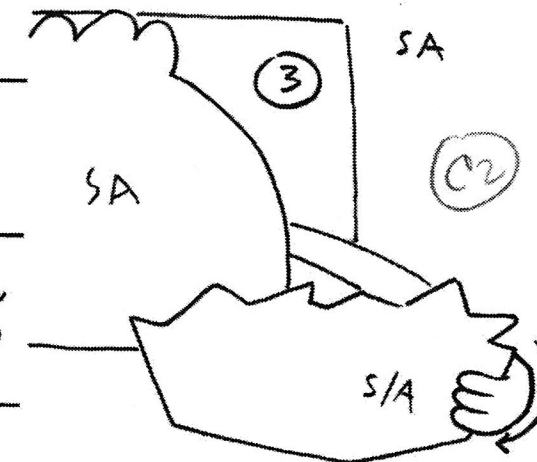
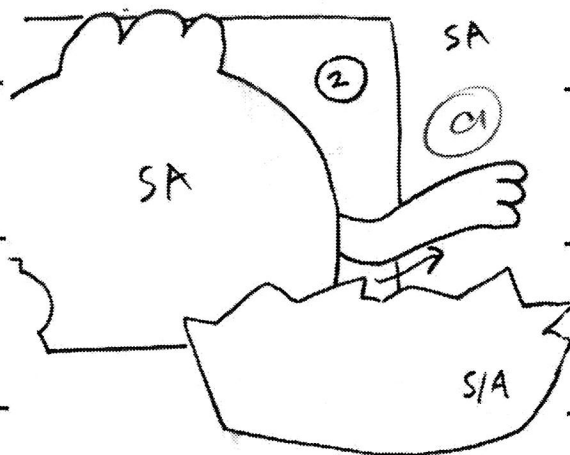
1025/184

Dialog:

Action:

- GOOSE REACHES
FOR BASKET

Timing:



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ADVENTURE TIME



Sc. 63 *CONT*

Pnl. E

Bg.

day night

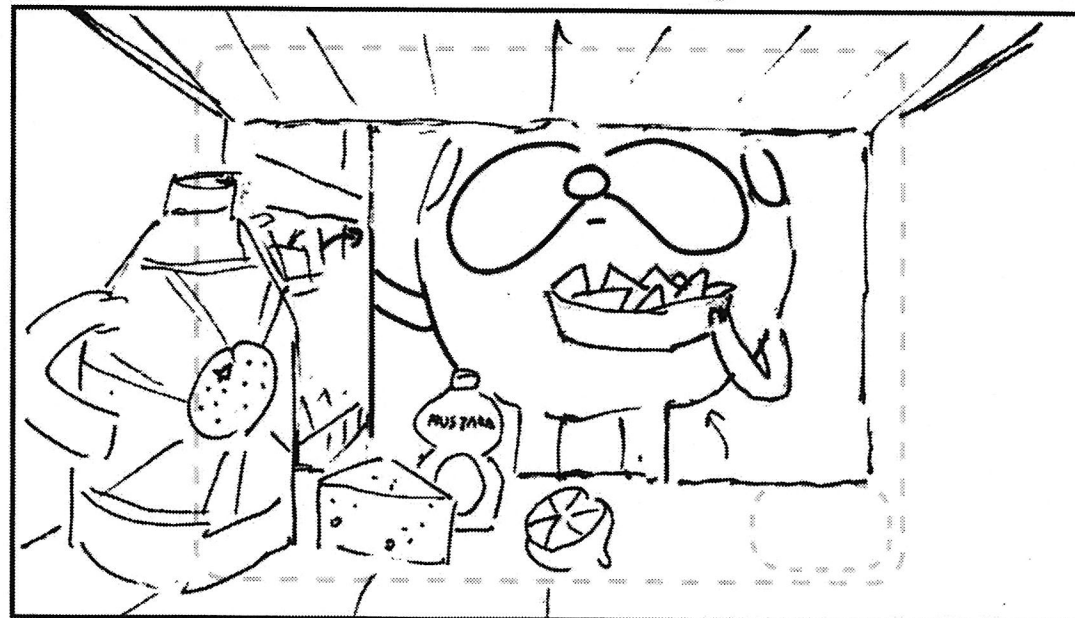
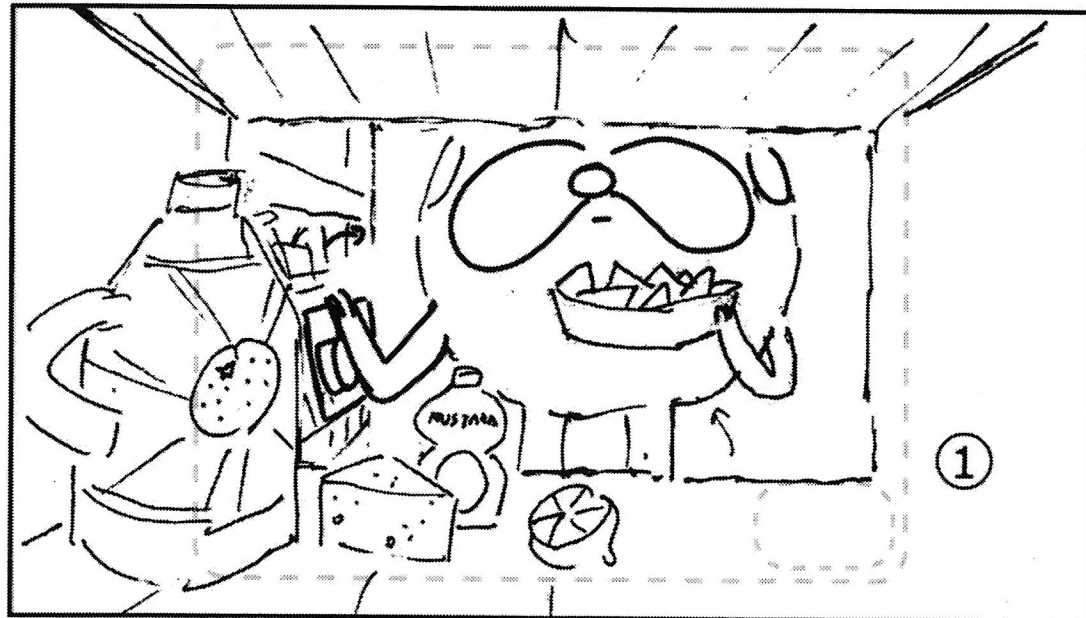
Sc. 63 *CONT*

Pnl. F

Bg.

Page 87A

BBNEXT
day night



Dialog:

Action:

Timing:



②

goose grabs some cold cuts

goose starts to close fridge door

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Production:

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ADVENTURE TIME



Cut

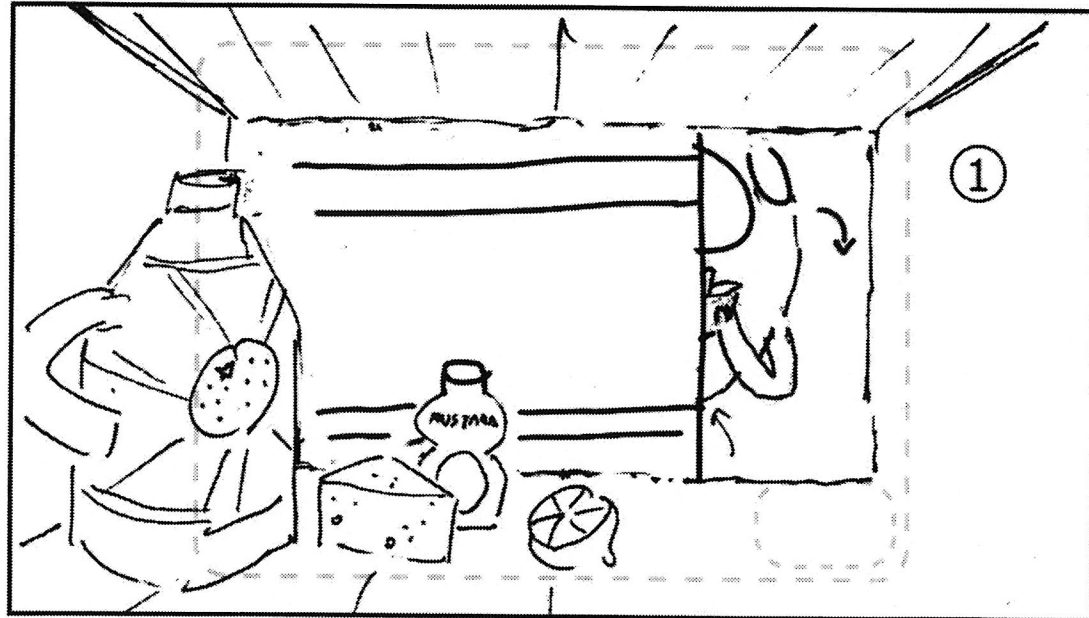
Page 88

Sc. 63 *CONT*

Pnl. G

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night



Dialog:

Action:

fridge closes

Timing:



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Production:

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ADVENTURE TIME



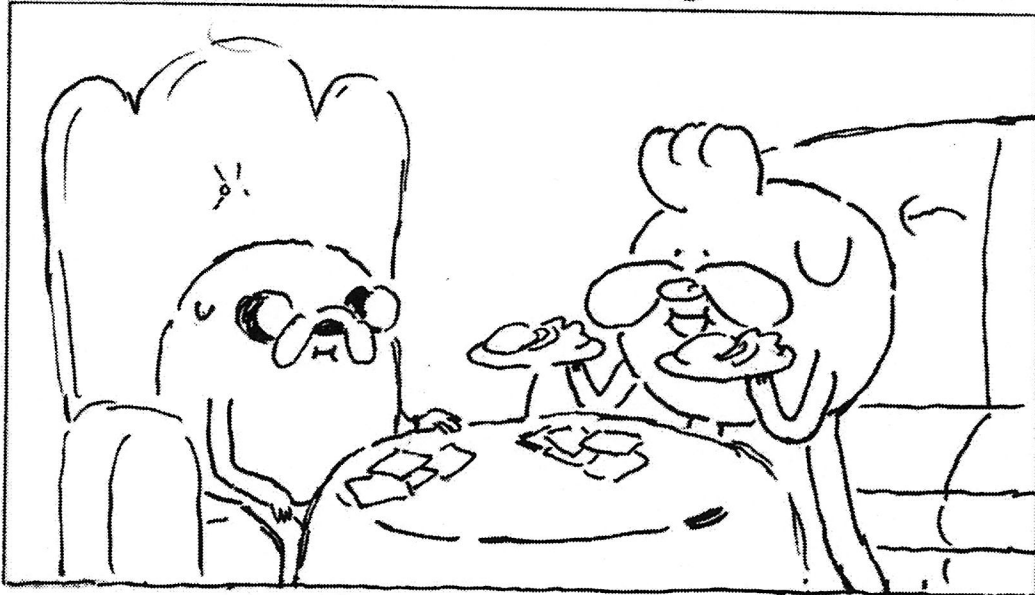
Sc.

64 CONT Pnl.

B

Bg.

day night

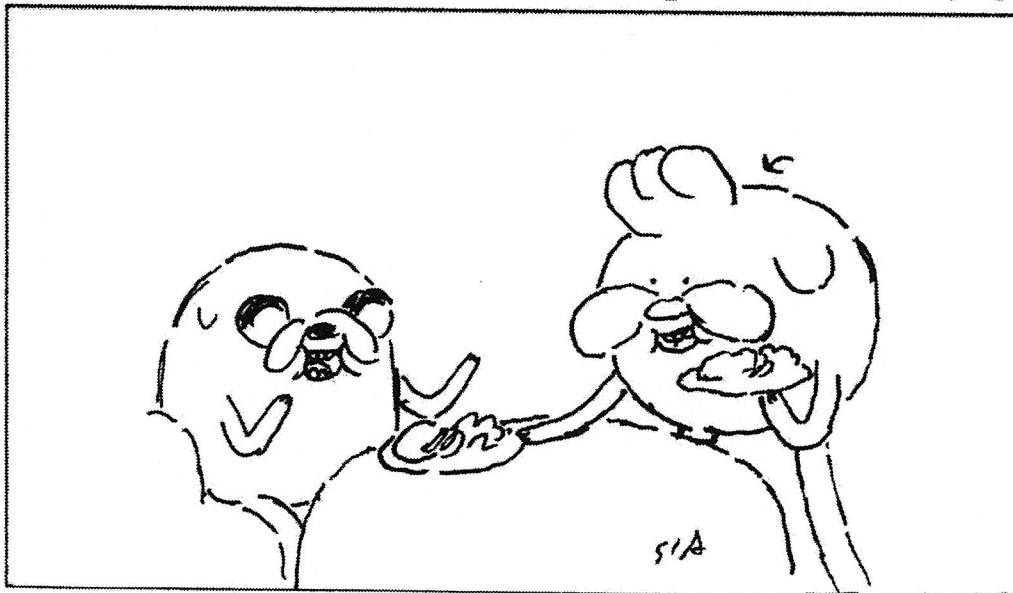


Sc.

64 CONT Pnl. C

Bg.

Page 89
day night



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Production :

Dialog:

G : COLD CUTS AND NACHOS
sandwiches!

Action:

- GOOSE COMES BACK
WITH TWO PLATES
OF FOOD

Timing:

J : ALRIGHT!

SFX : (CLINK)

- G PUTS DOWN PLATE IN FRONT
OF JAKE

MAY 09 2014

1025/184

ADVENTURE TIME



Handwritten: Hu Cut

Page **90**

Sc.

64 CONT Pnl. E

Bg.

day night

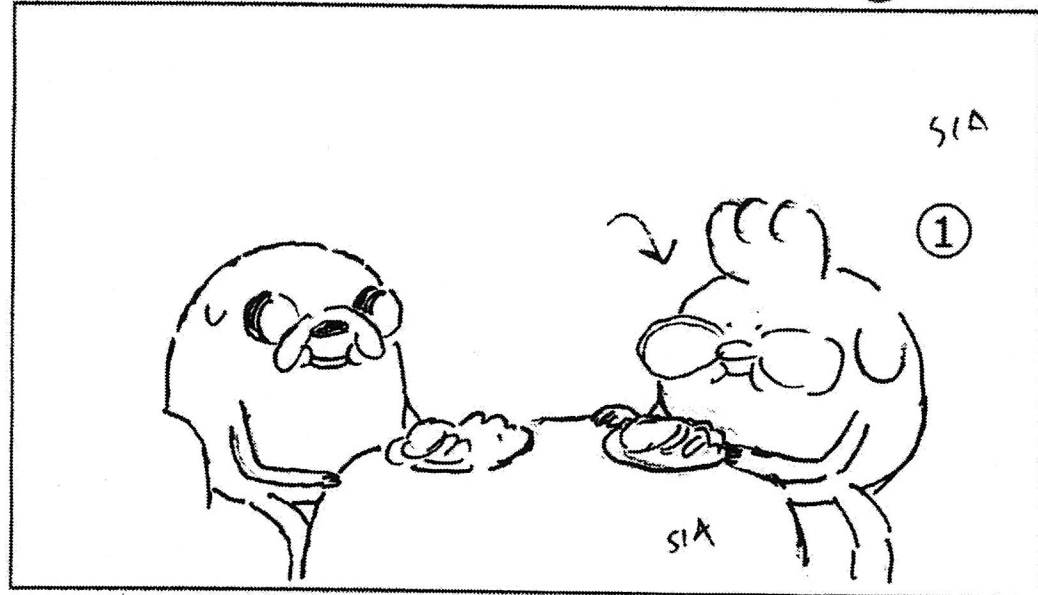
Sc.

65

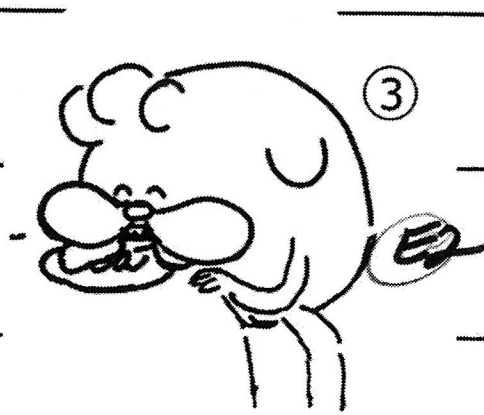
Pnl. A

Bg.

day night



Dialog:
G: [EATING]
 - GOOSE STARTS GOBBLING UP THE FOOD STRAIGHT OFF PLATE
 cycle 2 & 3



- J BRINGS UP A COLD CUTS - NACHOS SANDWICH TO HIS MOUTH



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1025/184

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ADVENTURE TIME



Page **91**
day night

Sc. **6S CONT** Pnl. **B** Bg. day night



Sc. **6S CONT** Pnl. **C** Bg. day night



Dialog:

J: OW!

Action:

- CHOMPS DOWN

- J JERKS BACK

Timing:

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Production :

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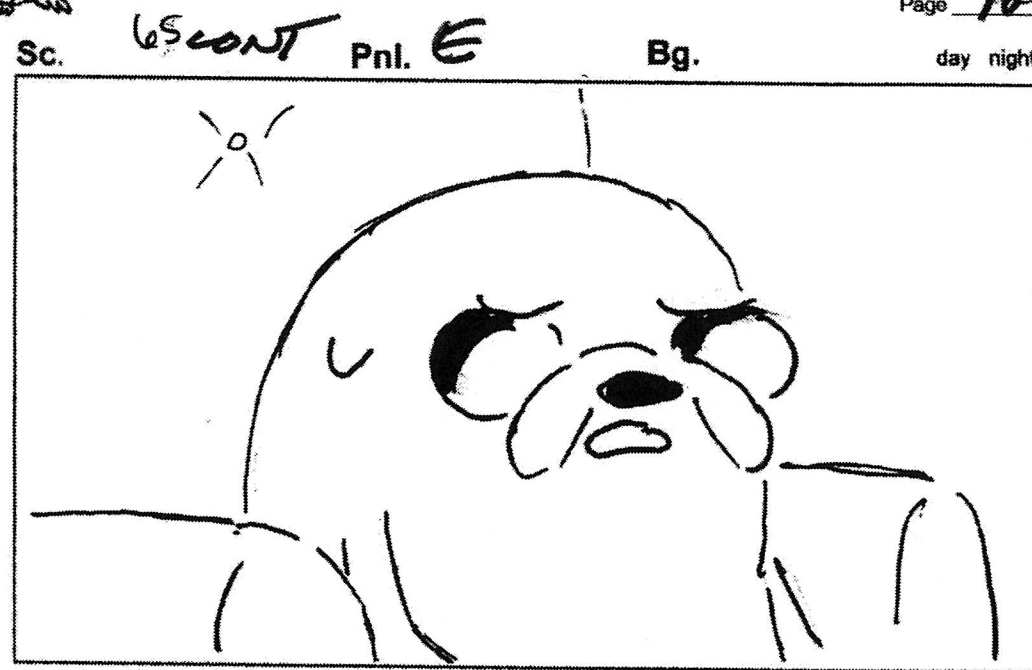
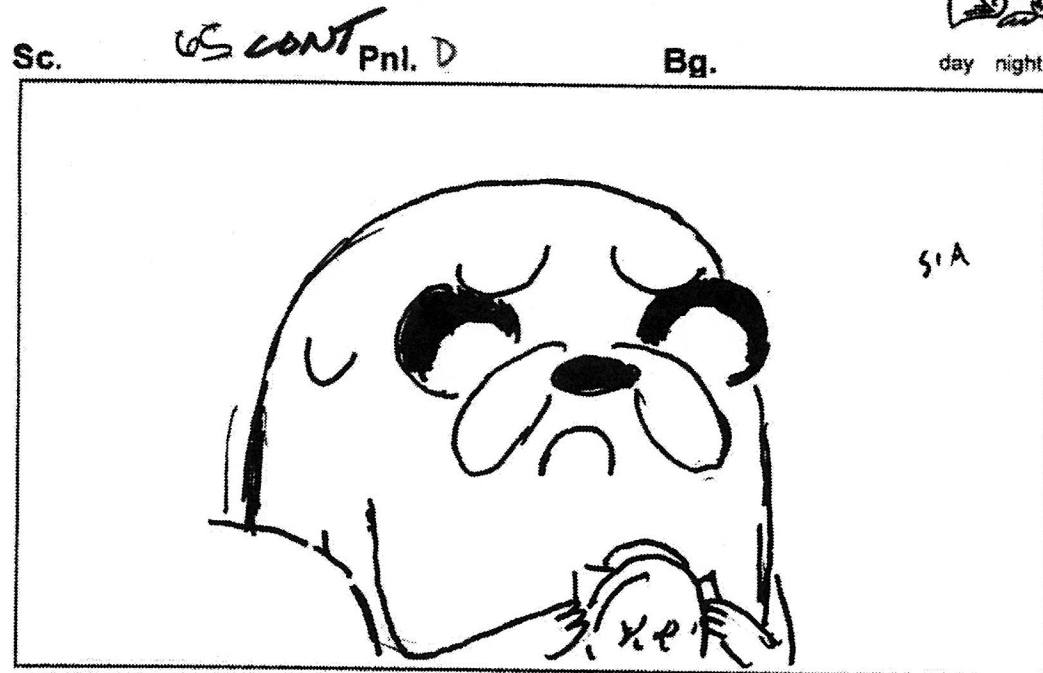
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ADVENTURE TIME



Page 92
day night

Cut



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Dialog:	J: something's wrong goose...
Action:	- J FROWNS
Timing:	

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ADVENTURE TIME



Page 93
NO PG 94
day night

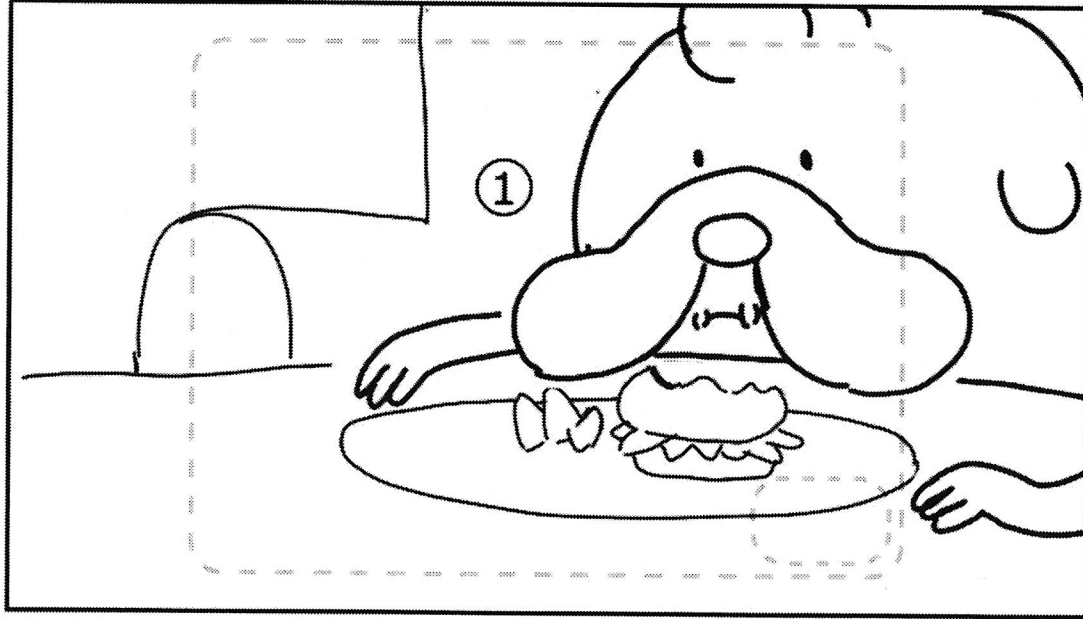
Cut

Sc. 66

Pnl. A

Bg.

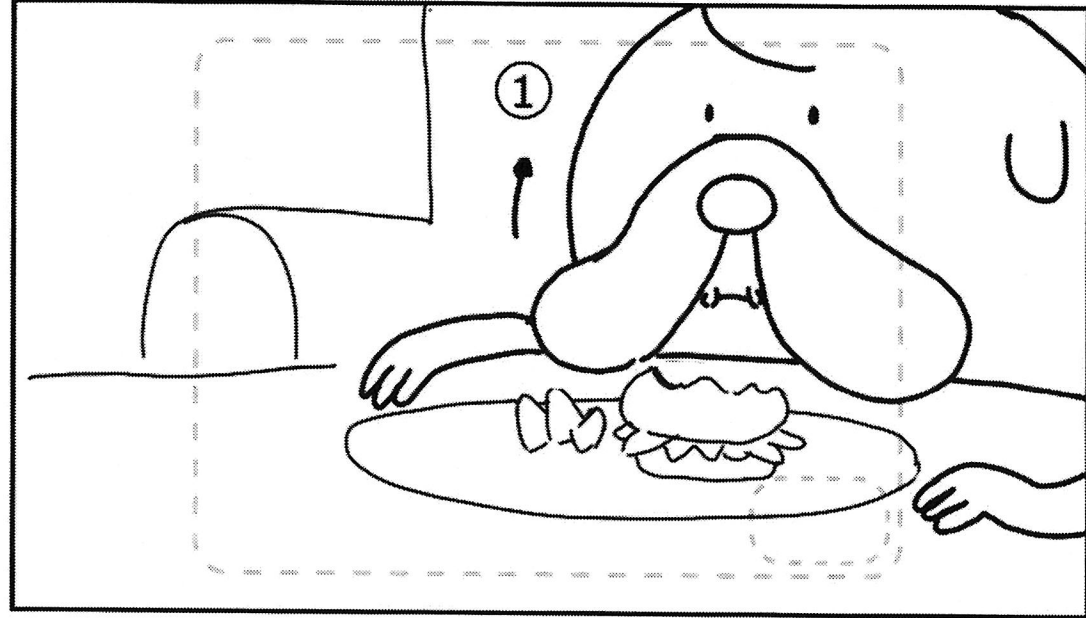
day night



Sc. 66 *CONT*

Pnl. B

Bg.

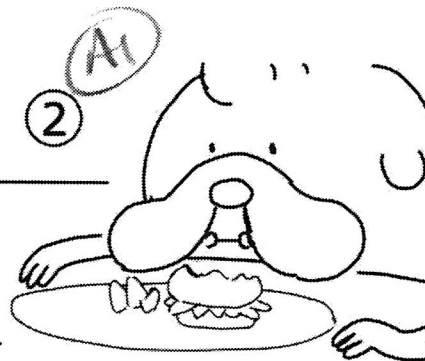


Dialog:

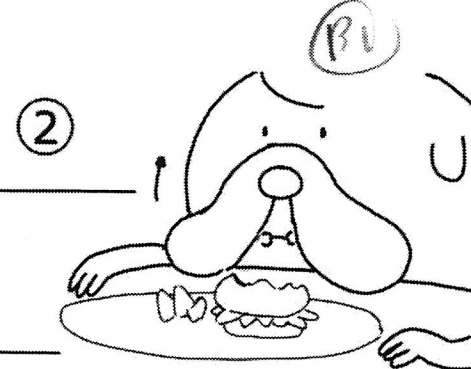
Action:

Goose chewing

Timing:



goose looks up
still chewing



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1025/184

Production:

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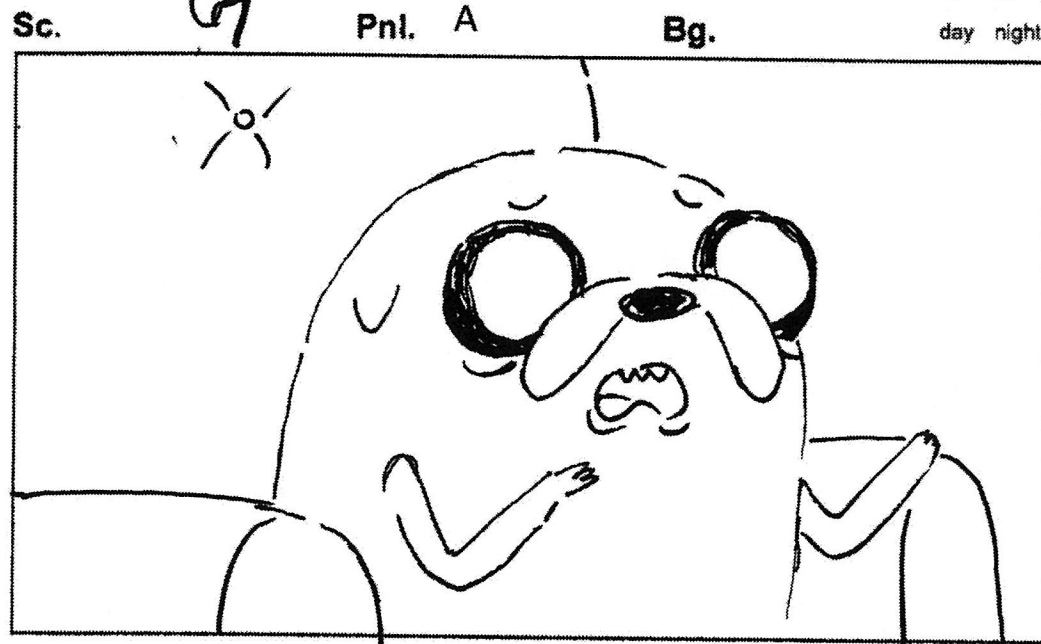
1025/184

Cut

ADVENTURE TIME



Page **95**
day night



Dialog:	<p><u>J</u> : JAKEY CAN'T EAT ANY OF THESE NACHOS...</p> <p><u>J</u> : BUT JAKEY NEED NACHOS !</p> <p>SFX : [RUMBLING]</p>
Action:	<p>- J FLAILS HIS ARMS IN A TANTRUM</p>
Timing:	<p> (A1)</p> <p>MAY 09 2014</p>

Hu
Cut

EPISODE # 1025-184

1025/184

Production :

1025/184

HA cut

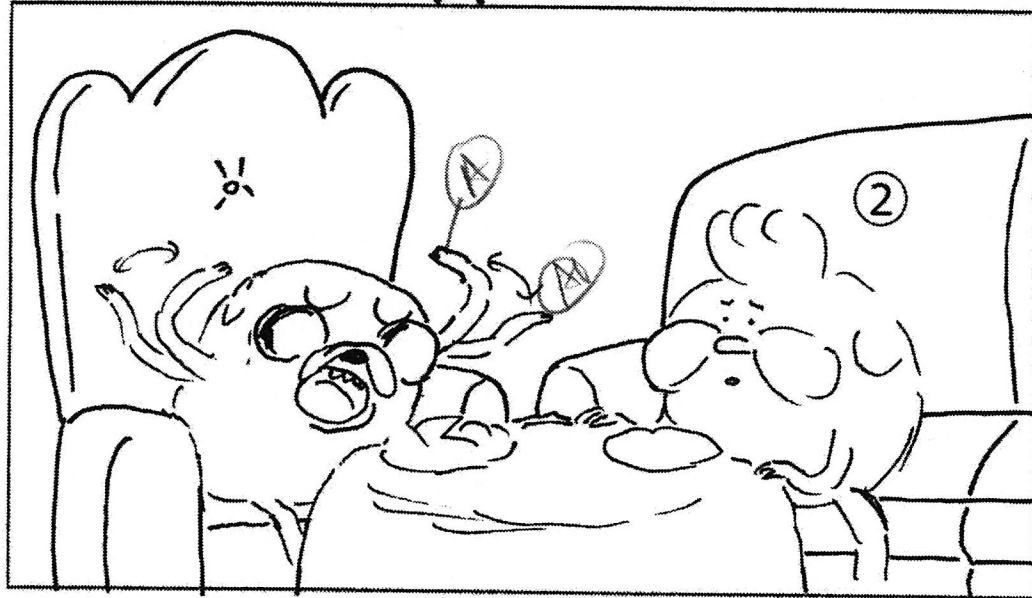
ADVENTURE TIME



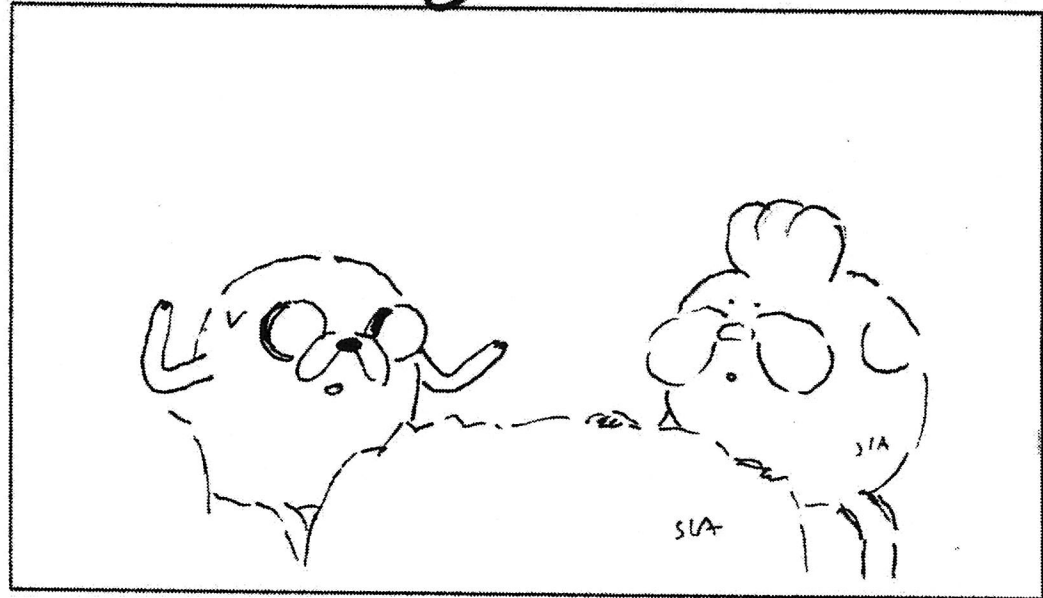
Page **96**
day night

cut

Sc. **68** Pnl. **A** Bg. day night



Sc. **68 CONT** Pnl. **B** Bg. day night



EPISODE #

Production :

Dialog:

J: (FREAKING OUT)
UNNH! --

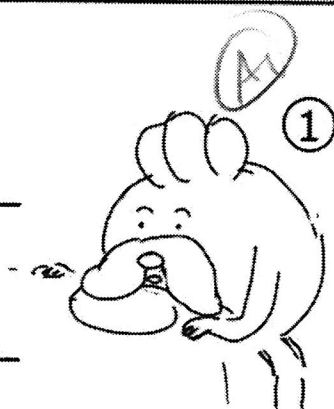
SFX : (KNOCK AT THE DOOR)

Action:

- J FLAILING ARMS

- J. STOPS FLAILING ARMS.

Timing:



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Cut

ADVENTURE TIME



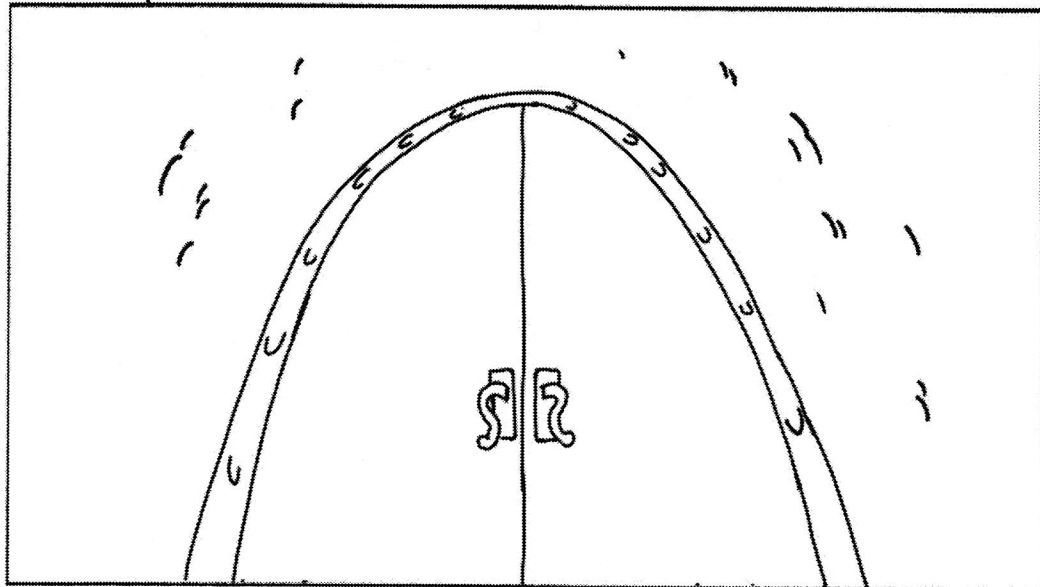
Page **97**
day night

Sc. 69

Pnl. A

Bg.

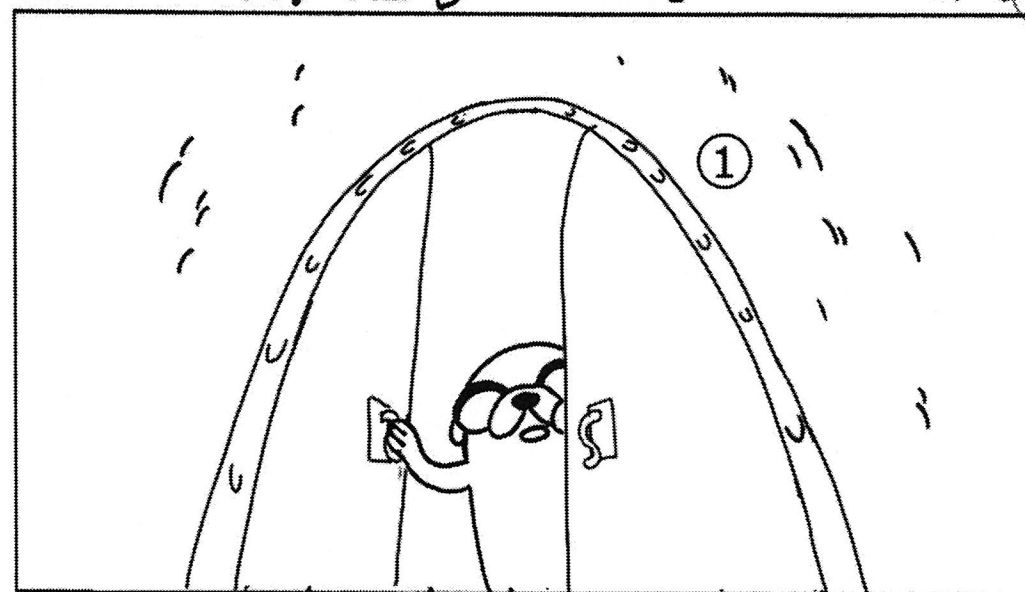
day night



Sc. 69 ~~CONT~~ Pnl. B

Bg.

day night



Dialog:

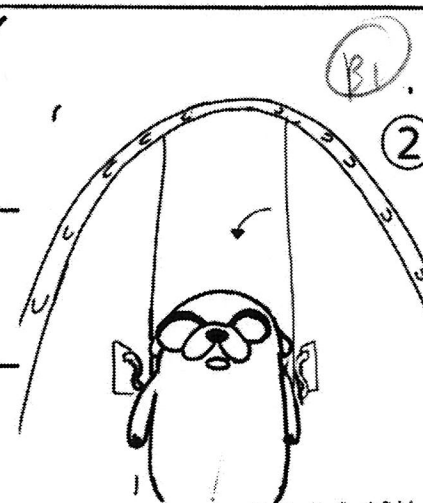
URCHIN: (COCKNEY ACCENT) ^(O/S) MISTAH JAKE! MISTAH JAKE!

Action:

SFX *KNOCKING*

Door opens.

Timing:



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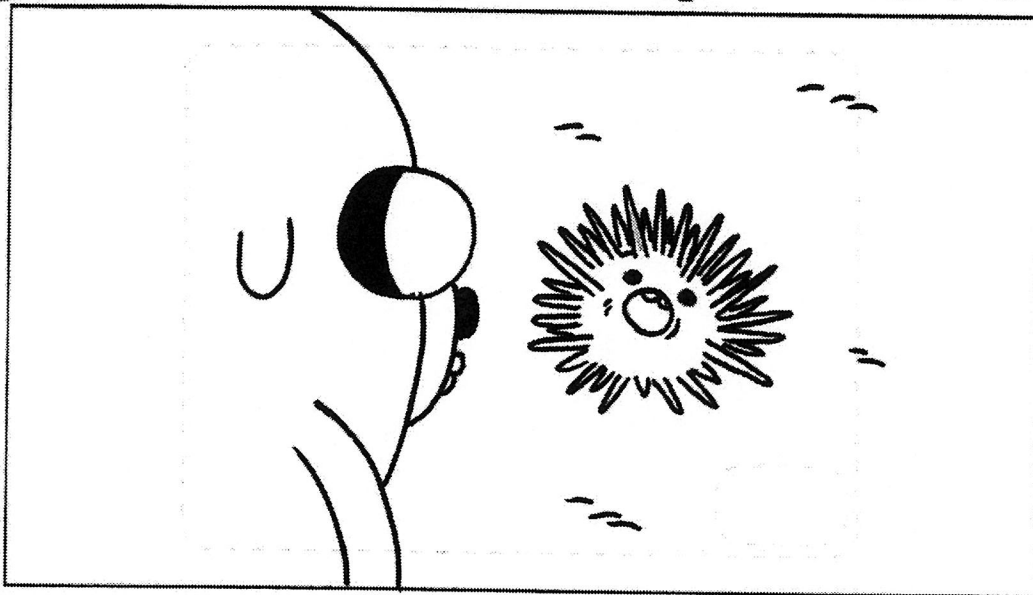


Sc. 70

Pnl. A

Bg.

lay night



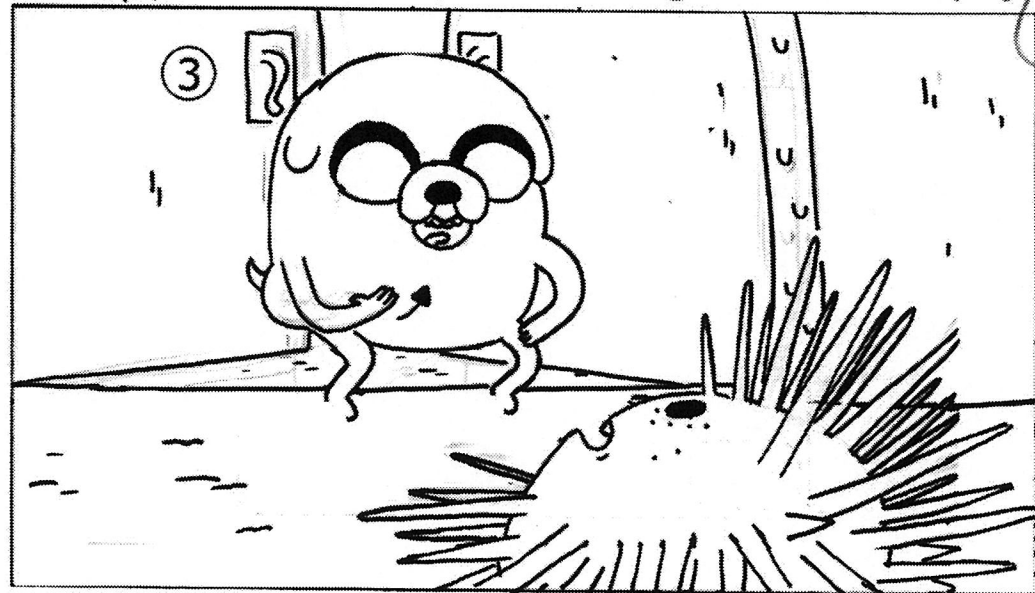
Sc. 71

Pnl. A

Bg.

Page 98

day night



Dialog:

U: Mister Jake! The mayor wants to see you straight away!

Action:

Timing:

J:

Alright lad, show me the way!

①



②



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1025/184
Cut

ADVENTURE TIME



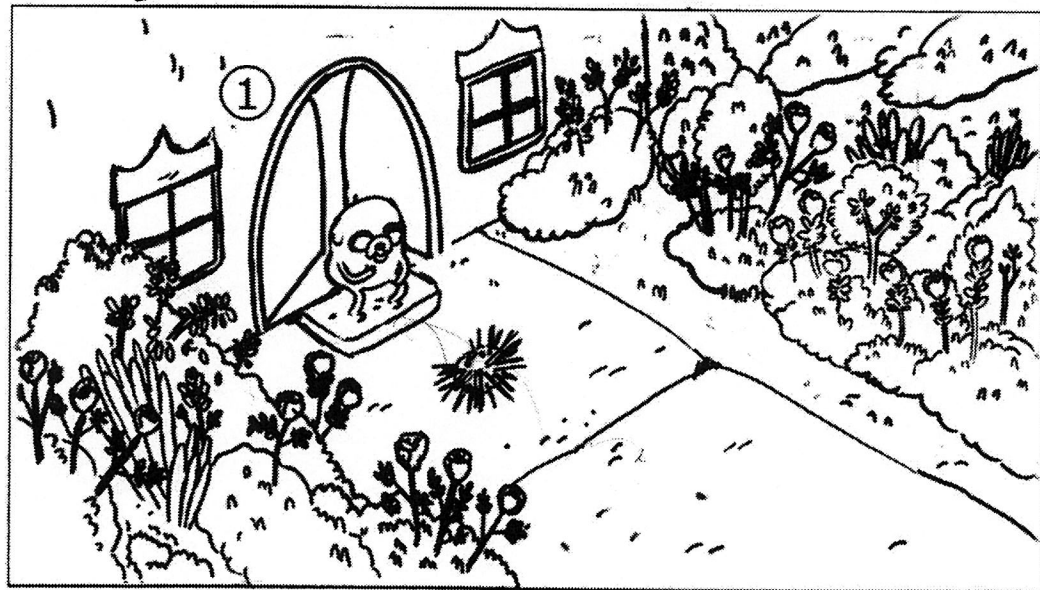
Page 99
99A NEXT
day night

Sc. 72

Pnl. A

Bg.

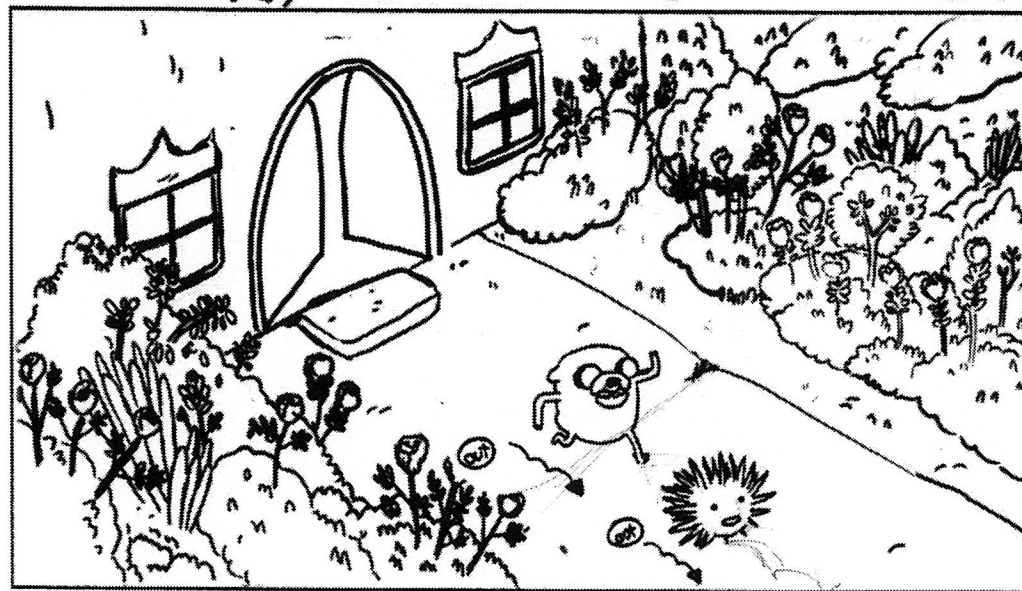
day night



Sc. 72 CONT

Pnl. B

Bg.



Dialog:

Action:

- URCHIN TURNS AND SHUFFLES AWAY.

Timing:

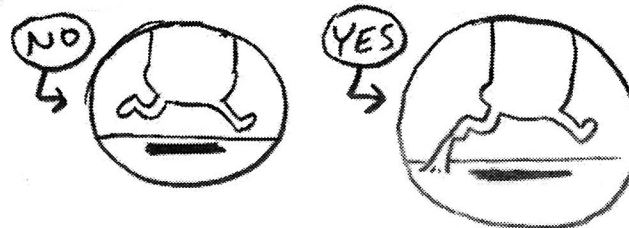


J: [RUNNING]

ACTION: - JAKE FOLLOWS URCHIN OFF/S.

MAY 09 2014

NOTE: - JAKE IS NEVER COMPLETELY AIR BORN WHEN RUNNING. KEEP AT LEAST ONE FOOT ATTACHED AT ALL TIMES.



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ADVENTURE TIME

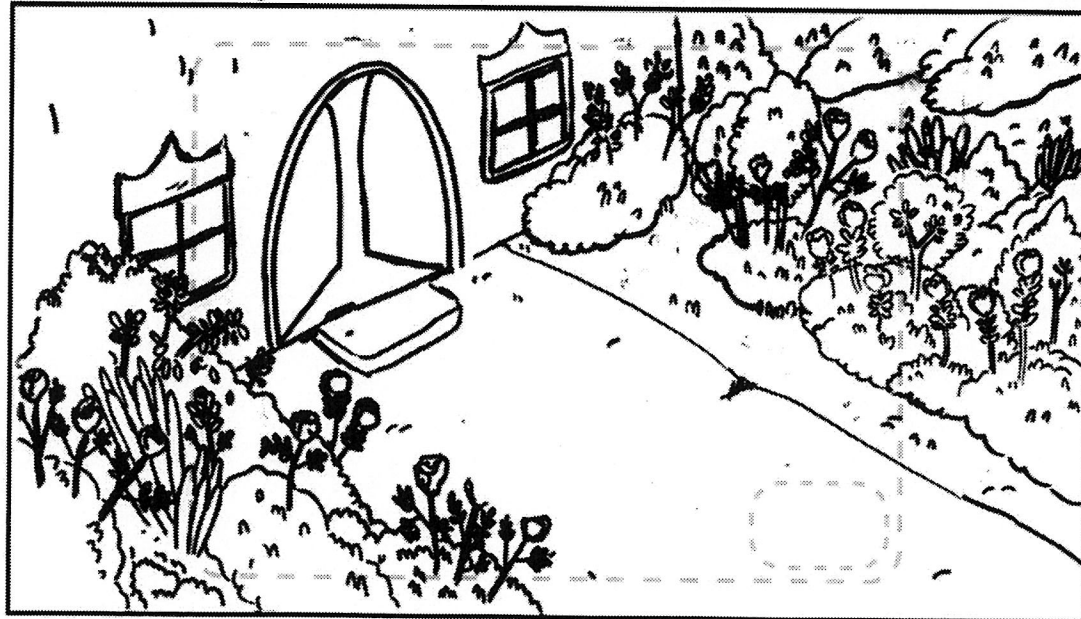


Cut w/wide @ post

Sc. 72 *CONT* Pnl. C

Bg.

day night

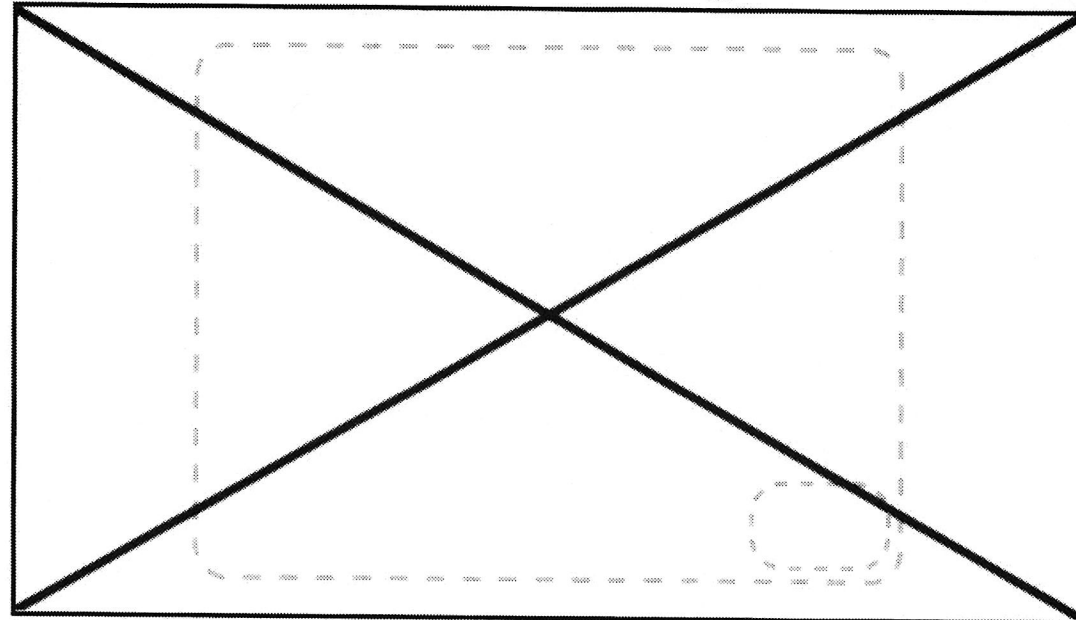


Sc.

Pnl.

Bg.

Page 99A
100 NEXT
day night



Dialog:

Action:

Timing:

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Production:

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1025/184

Cut
w/ unpe
post

ADVENTURE TIME



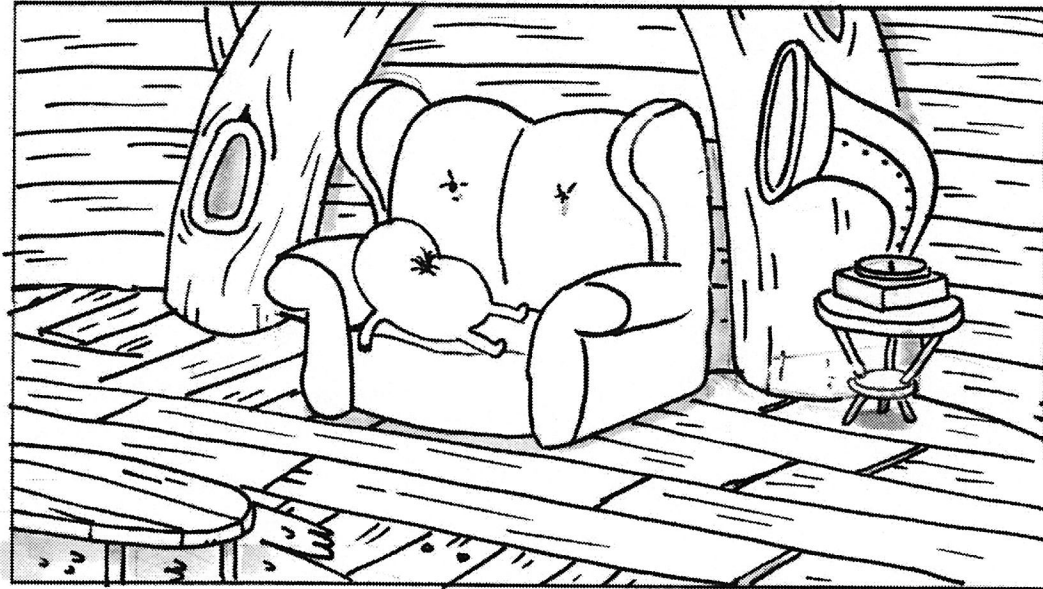
Page 100

Sc. 73

Pnl. A

Bg.

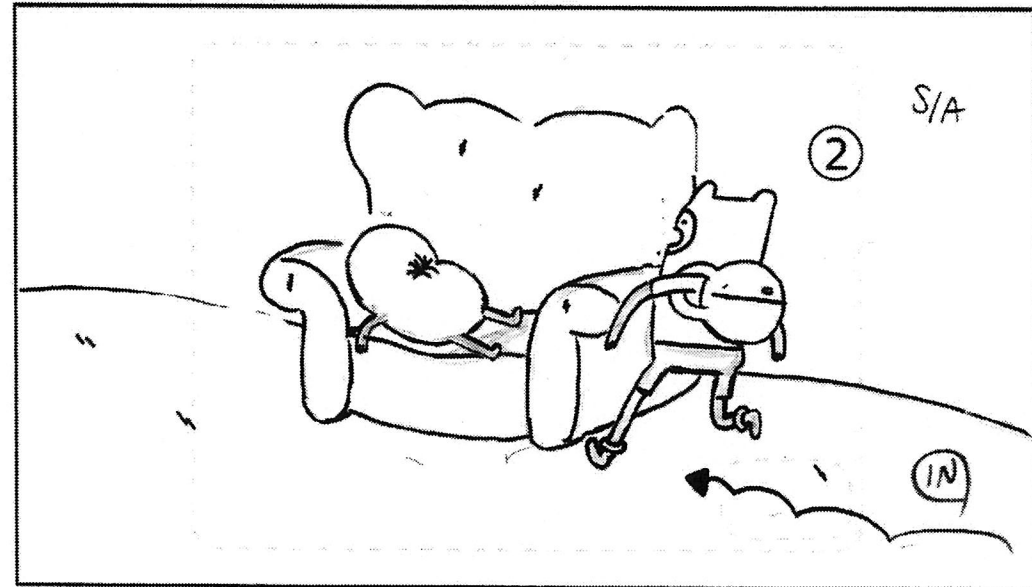
day night



Sc. 73 cont Pnl. B

Bg.

day night



Dialog:

F: (O/S) JAKE !!

Action:

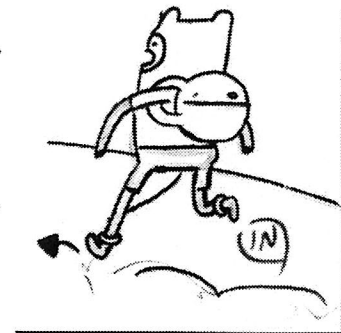
- INT. TREEHOUSE.

Timing:

F: HEY, I GOT A FOR REAL
IMPORTANT QUESTION...

- F WALKS ON, S.

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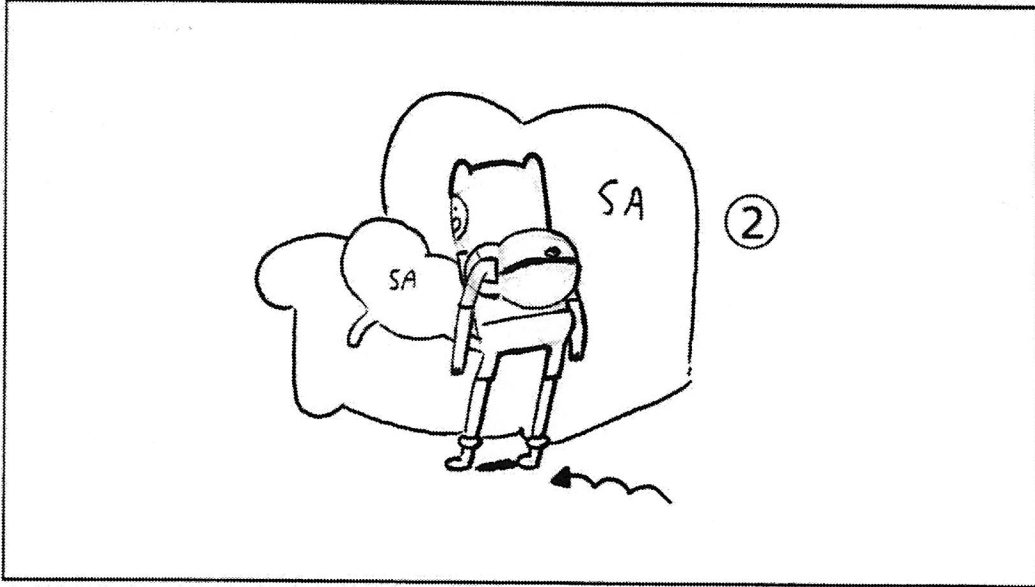
ADVENTURE TIME



Sc. 73 CONT Pnl. C

Bg.

day night



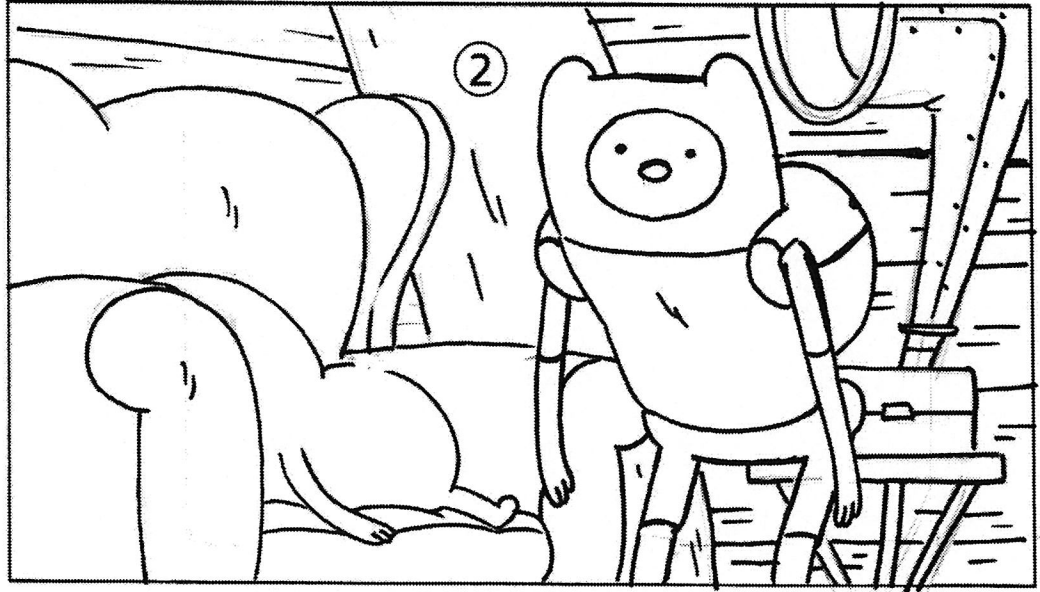
Sc. 74

Pnl. A

Bg.

day night

Page 101



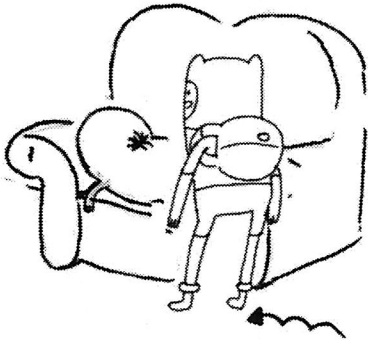
Dialog:

F: Do you like cereal in your cake?

F: JAKE?

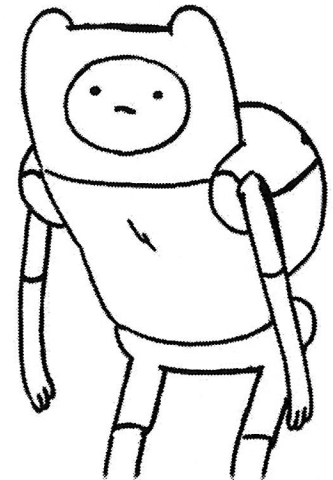
Action:

Timing:



①

①



MAY 09 2014

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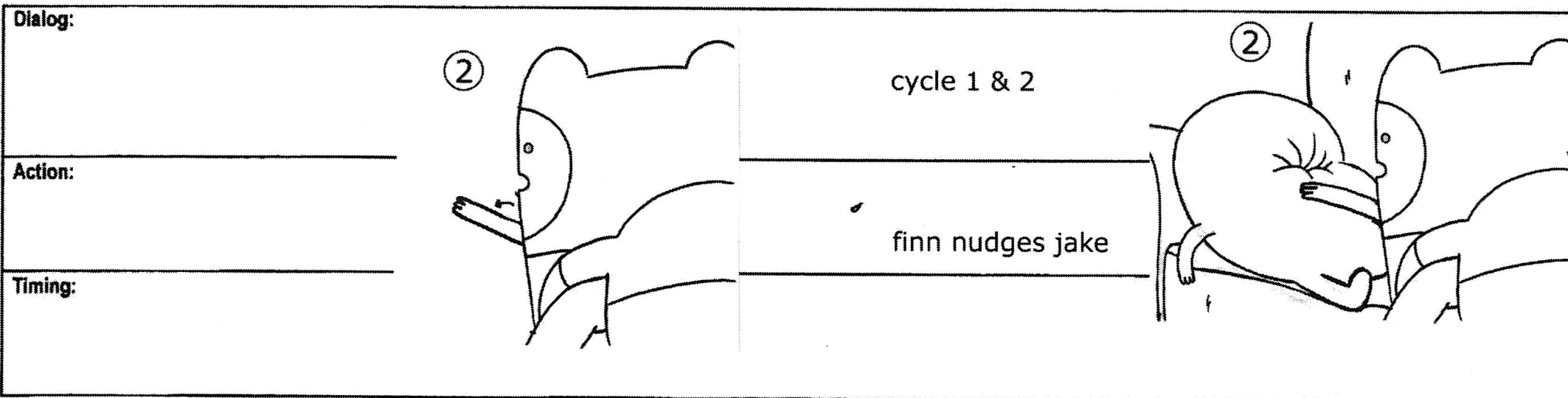
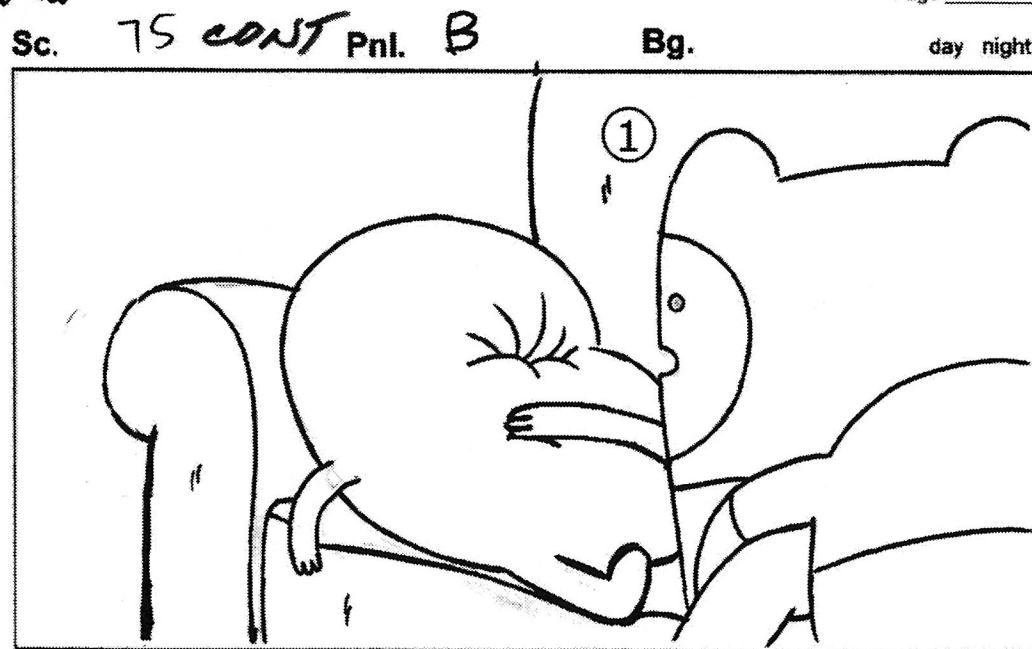
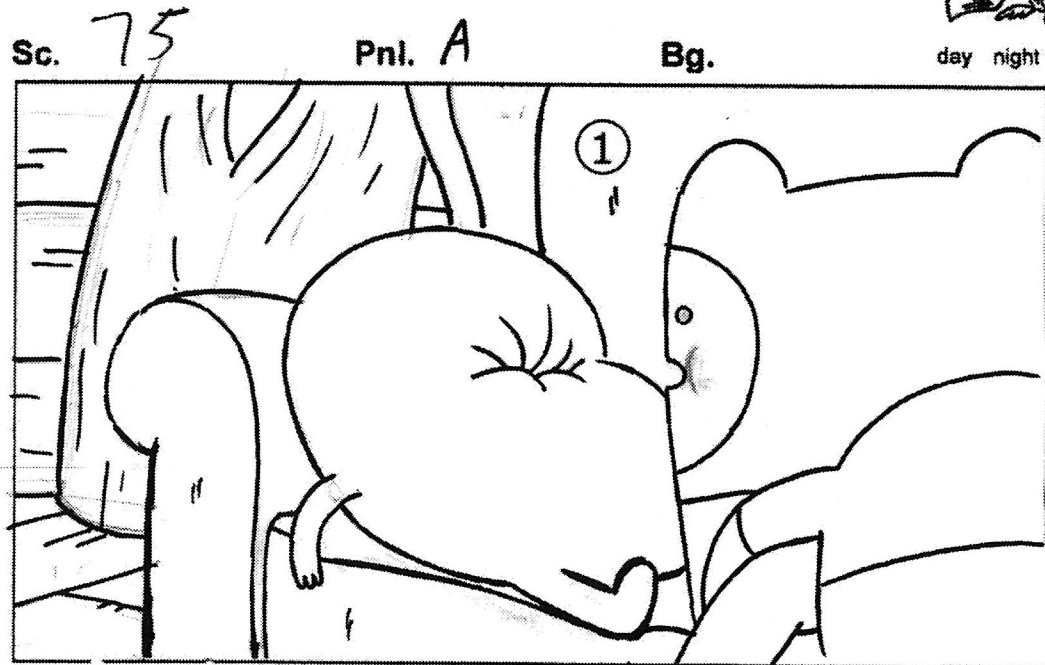
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Hy
Cust

ADVENTURE TIME



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1025/184

Production :

1025/184

S/A

ADVENTURE TIME



Page **103**
NO PG 104
day night

Sc. **75 CONT** Pnl. **C**

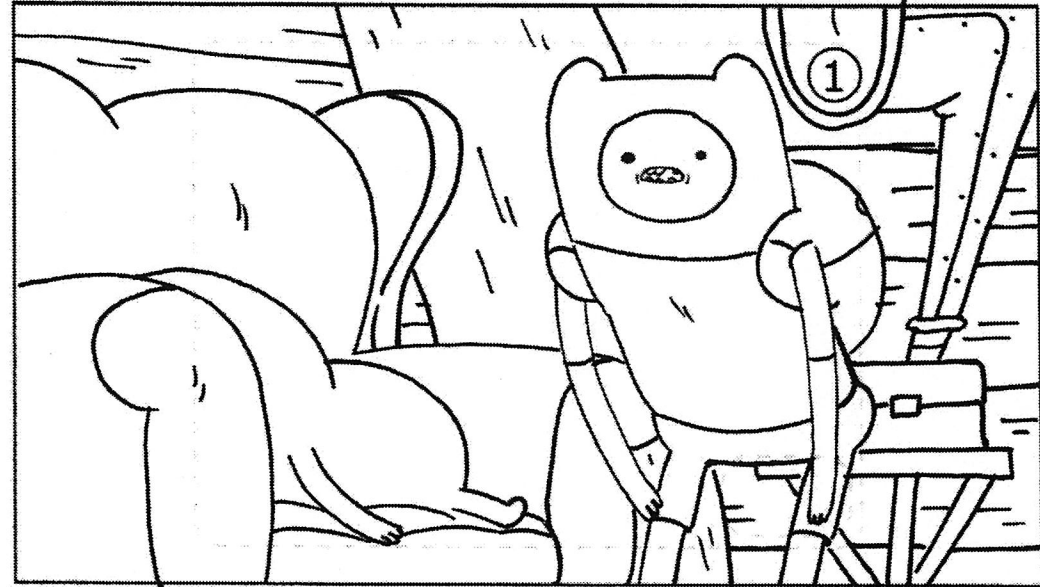
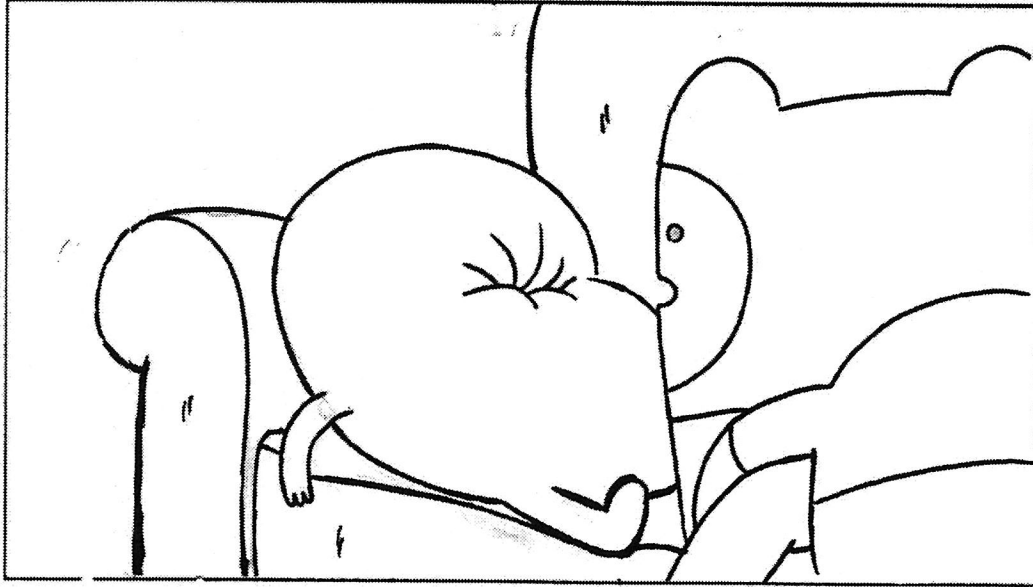
Bg.

day night

Sc. **76**

Pnl. **A**

Bg.



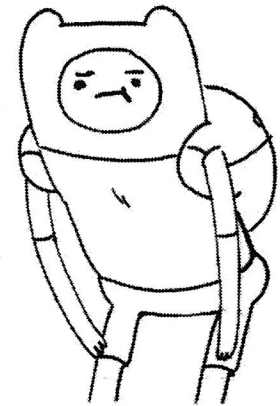
Dialog:

F: hmmm

Action:

Timing:

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ADVENTURE TIME



NO SC'S
77-78

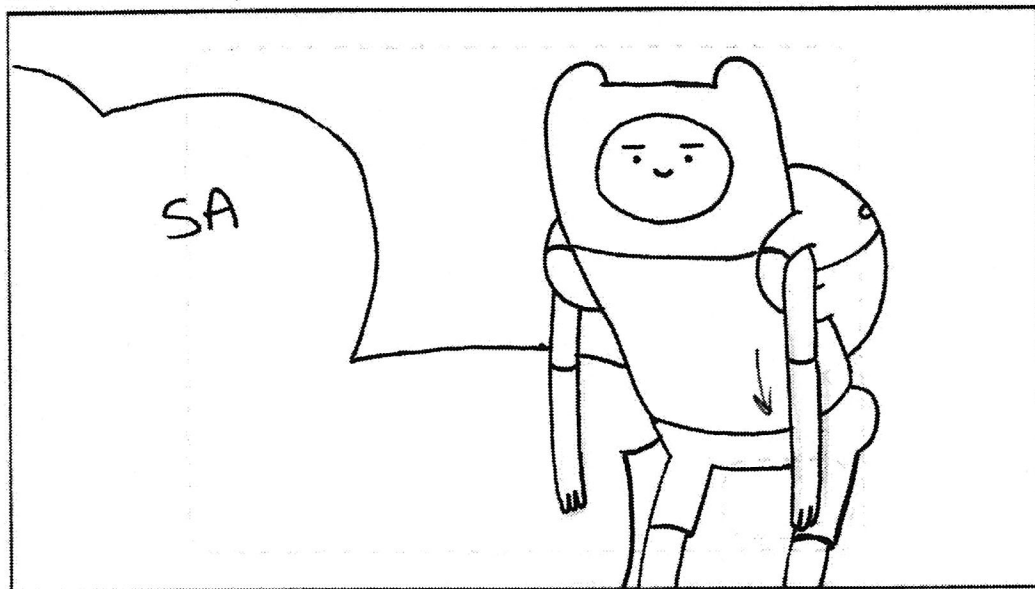
Page 105

Sc. 76 *CONT*

Pnl. B

Bg.

day night

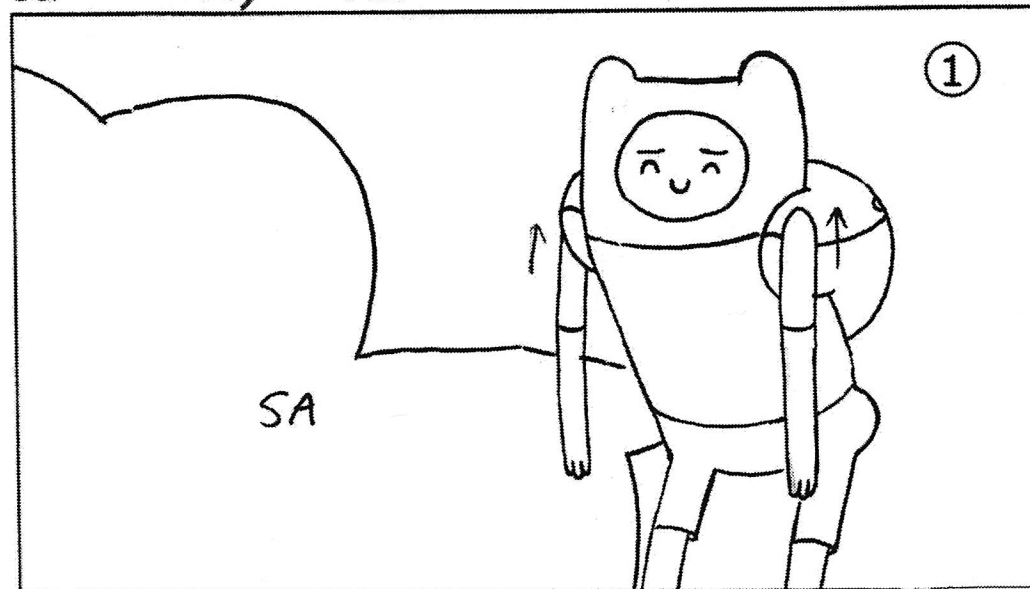


Sc. 76 *CONT*

Pnl. C

Bg.

day night



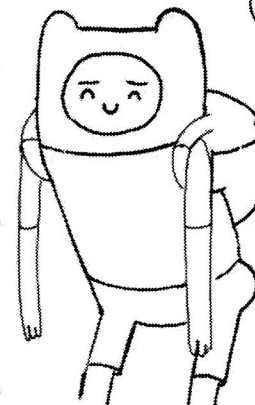
Dialog:

Action:

Timing:

F: mm-mm

-F Shrugs shoulders.



MAY 09 2014

WIPE

Cut
w/wipe

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Cut w/ wipe

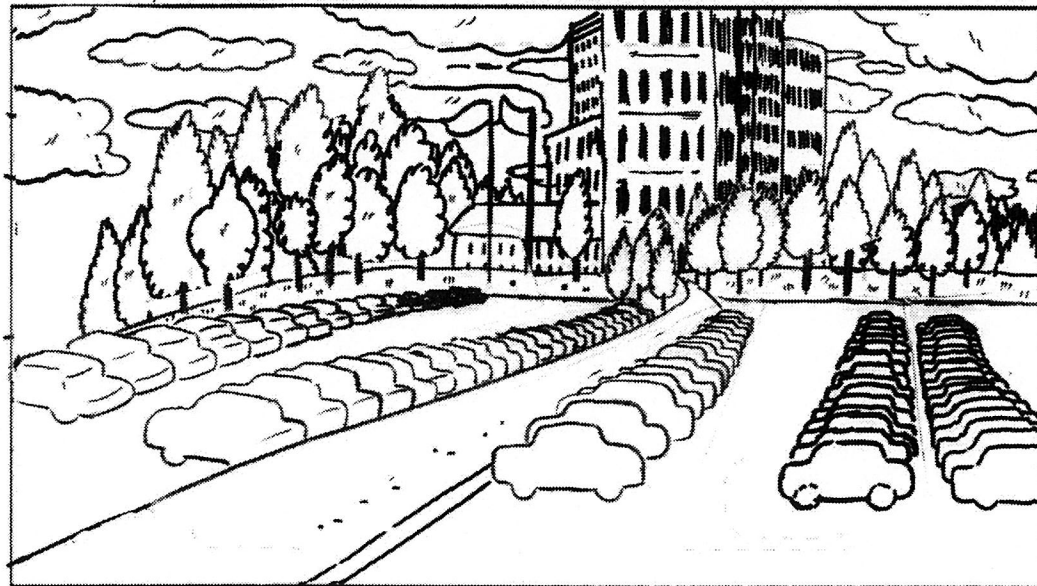
ADVENTURE TIME



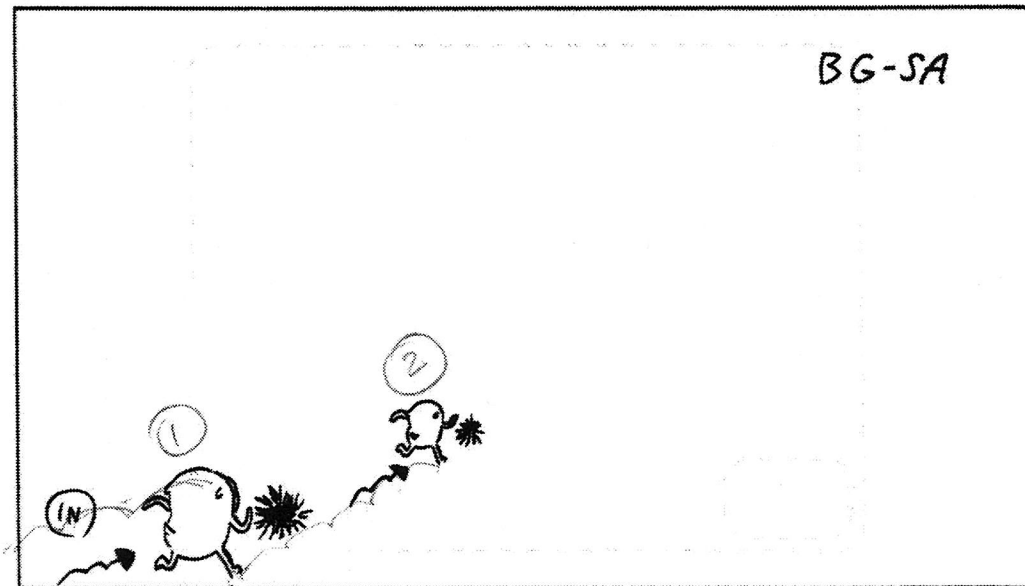
Page 106

Cut

Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:

Action: -EXT CITY HALL.

-J+ URCHIN RUN ON/S

Timing:

-NOTE: KEEP AT LEAST ONE OF JAKE'S FEET ATTACHED TO THE GROUND AT ALL TIMES. J. IS NEVER COMPLETELY AIR BORN.



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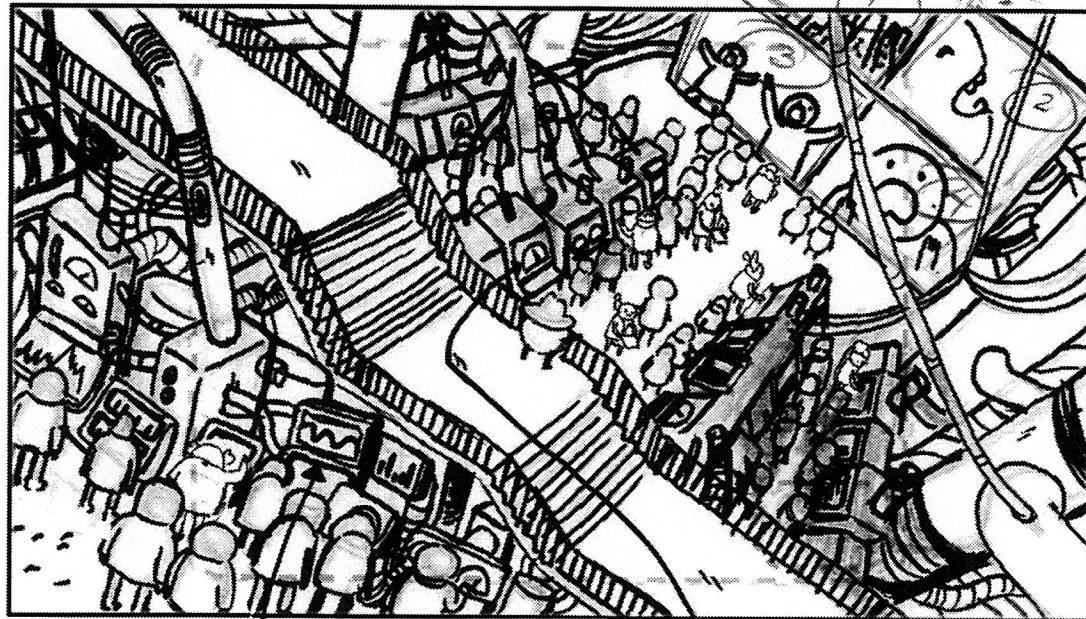
107A NEXT
day night

Sc. 80

Pnl. A

Bg.

day night

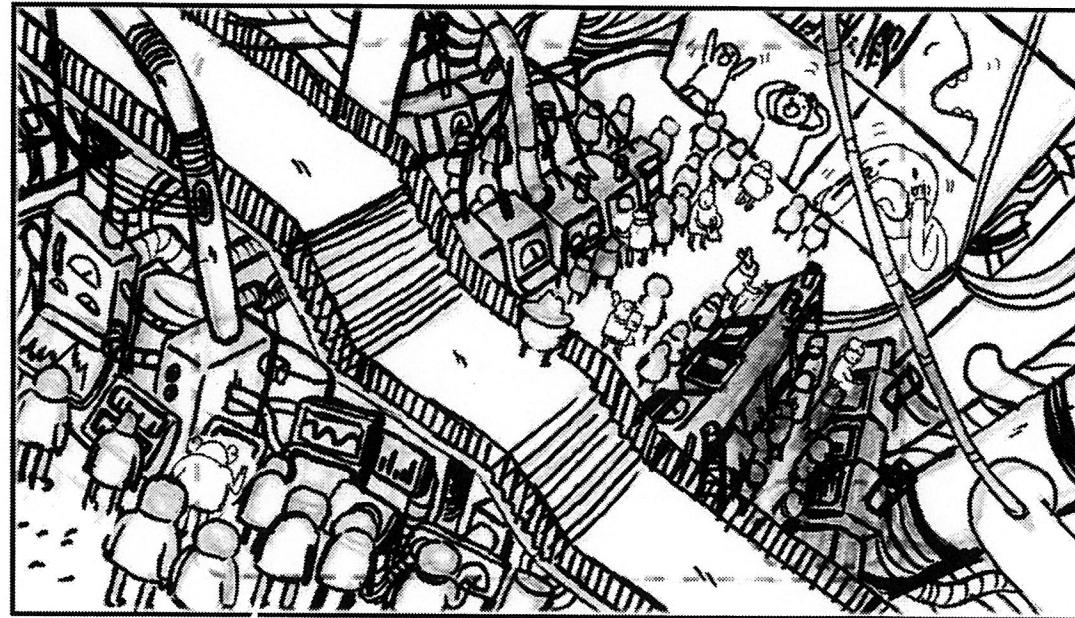


Sc. 80

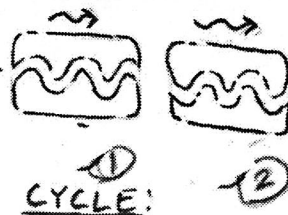
CONT

Pnl. B

Bg.



Dialog:



Action:

mayor looking at megascreen
above lab floor

Timing:

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ADVENTURE TIME



Handwritten: HU Cut

Page 107A

Handwritten: 108 NEXT

Sc. 80 *CONT*

Pnl. C

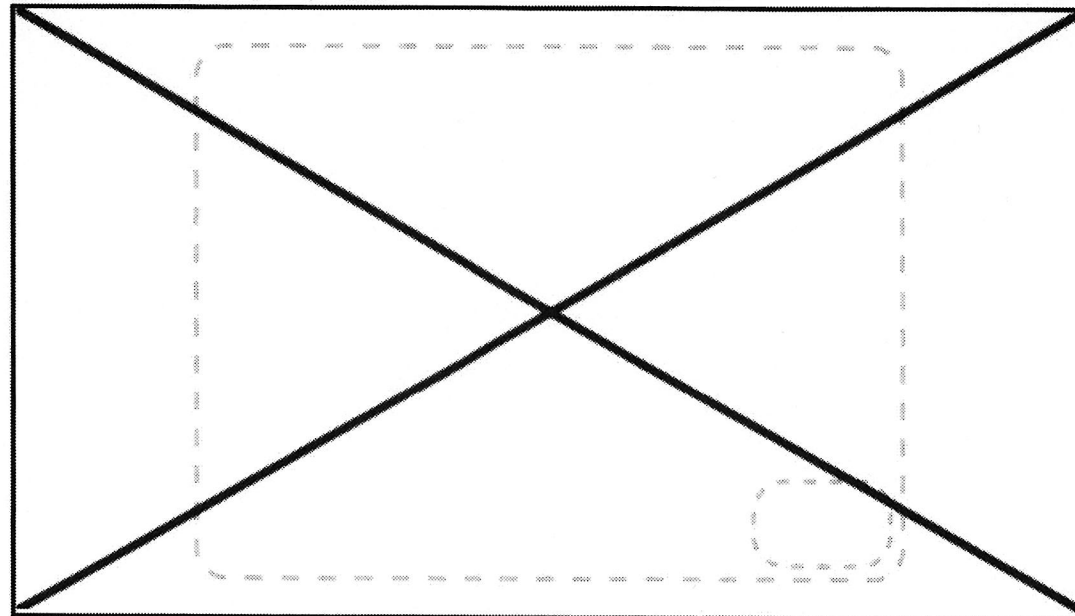
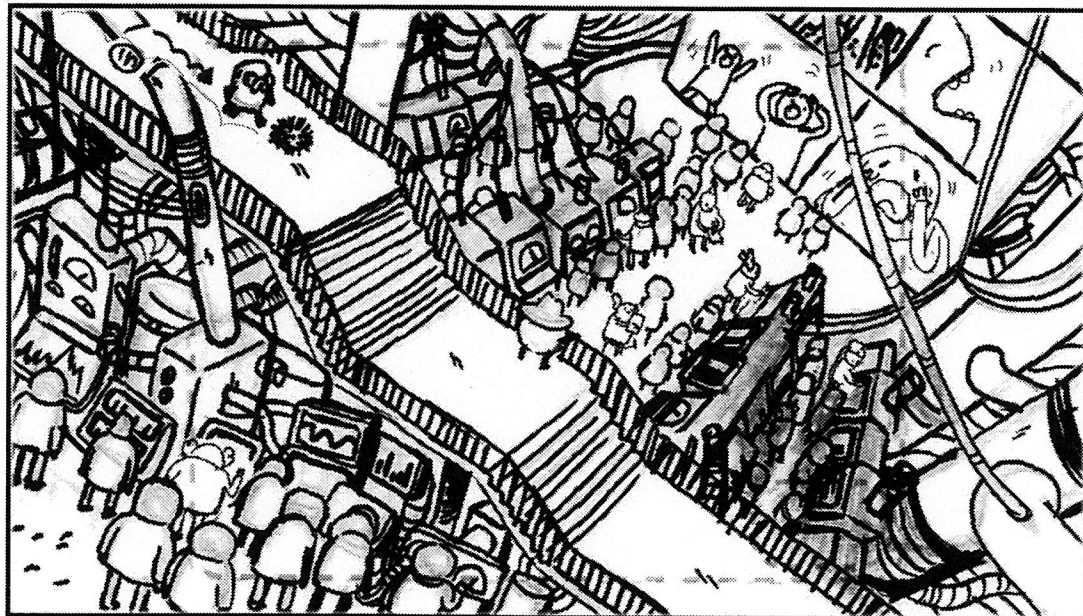
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

jake and urchin walk in

MAY 09 2014

Timing:

EPISODE # 1025-184

1025/184

Production:

1025/184

Handwritten: Hu Cut

ADVENTURE TIME



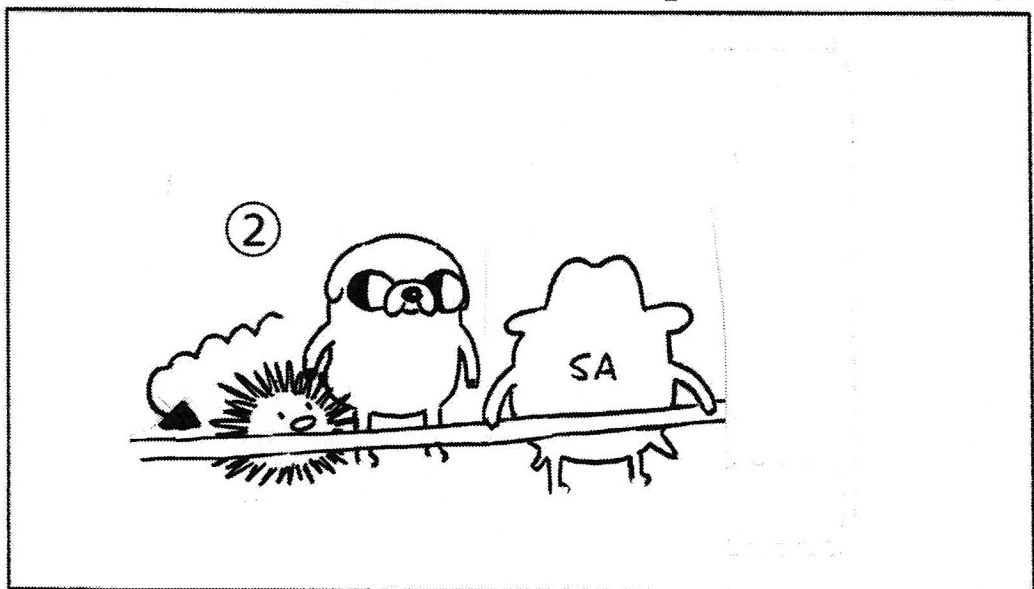
Page 108

Handwritten: Hu Cut

Sc. 81 Pnl. A Bg. day night



Sc. 81 CONT Pnl. B Bg. day night



Dialog:	
Action:	- URCHIN LEADS J. ON/IS. - J + URCHIN HURRY DOWN STAIRS.
Timing:	<div>MAY 09 2014</div>

EPISODE #

1025-184

Production :

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1025/184

1025/184

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100

ADVENTURE TIME



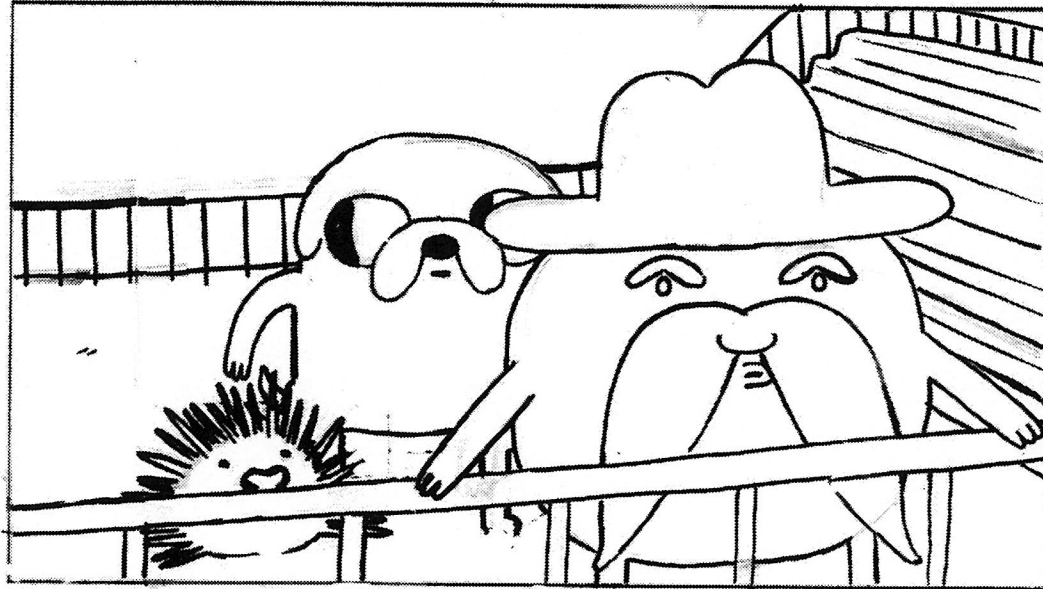
Page 109

Sc. 82

Pnl. A

Bg.

day night

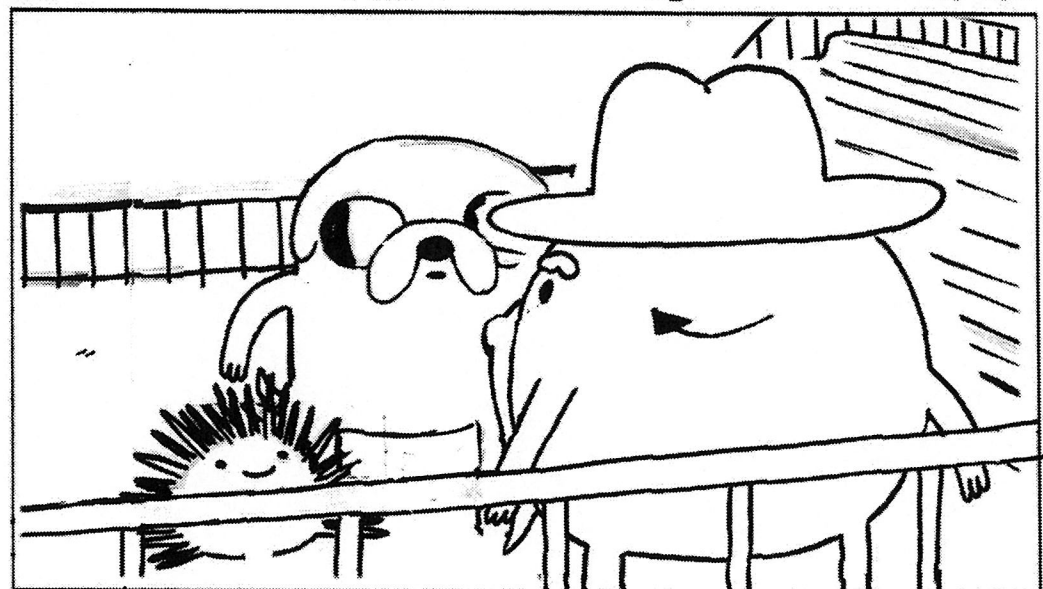


Sc.

82 cont Pnl. B

Bg.

day night



Dialog:	<u>U</u> : Mr. Mayor?	<u>M</u> : Urchin. Thank you for your help. Help yourself to the herring cakes
Action:	-MAYOR TURNS,	
Timing:	MAY 09 2014	

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Production :

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ADVENTURE TIME

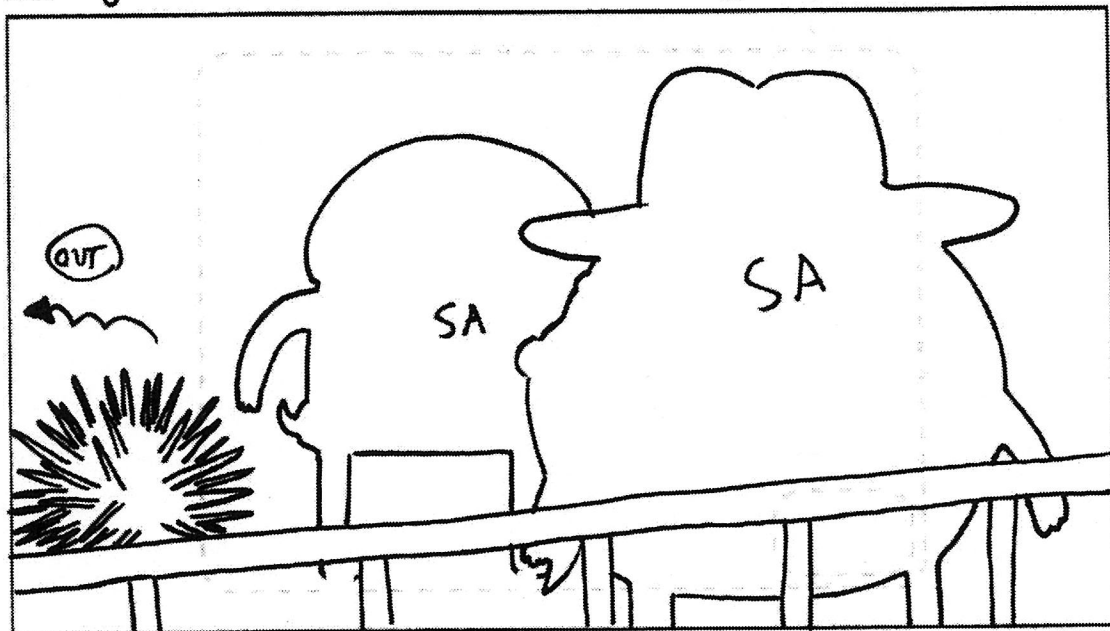


Page 110

Sc. 82 cont Pnl. C

Bg.

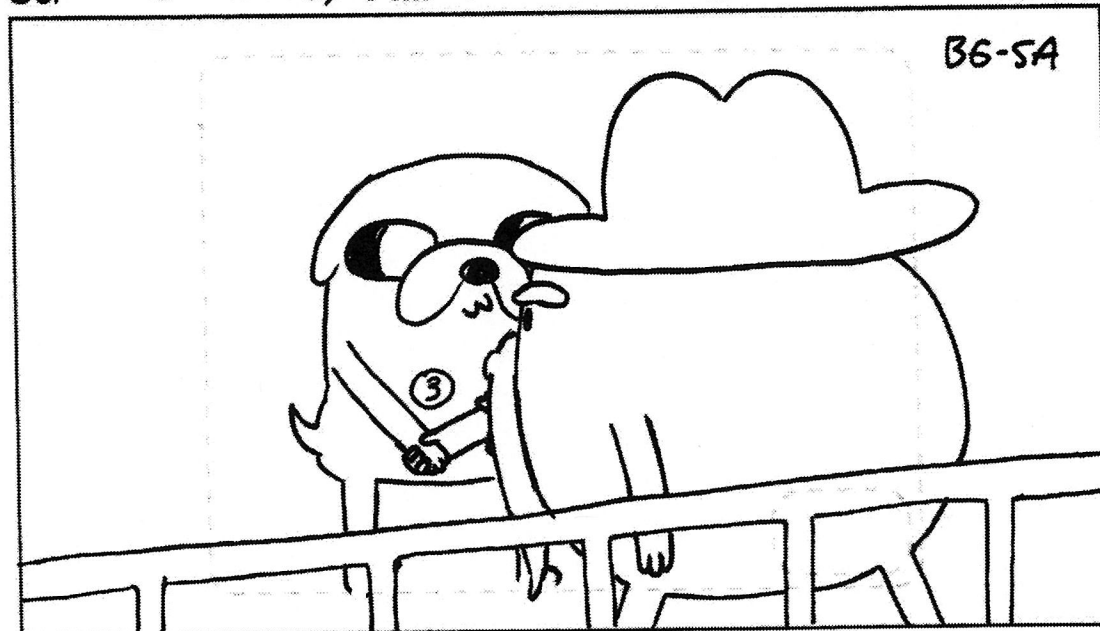
day night



Sc. 82 cont Pnl. D

Bg.

day night



Dialog:

U: ROIGHT-O ...

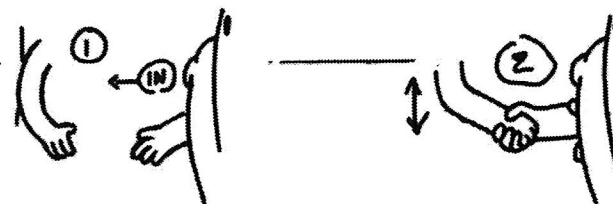
M: Hello, Jake, Thanks for making it.

Action:

- URCHIN SHUFFLES OFF/S.

-MAYOR SHAKES JAKE'S HAND. (2, 3, 2, 3)

Timing:



MAY 09 2014

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1025/184

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EPISODE # 1025-184
1025/184

Production :

ADVENTURE TIME



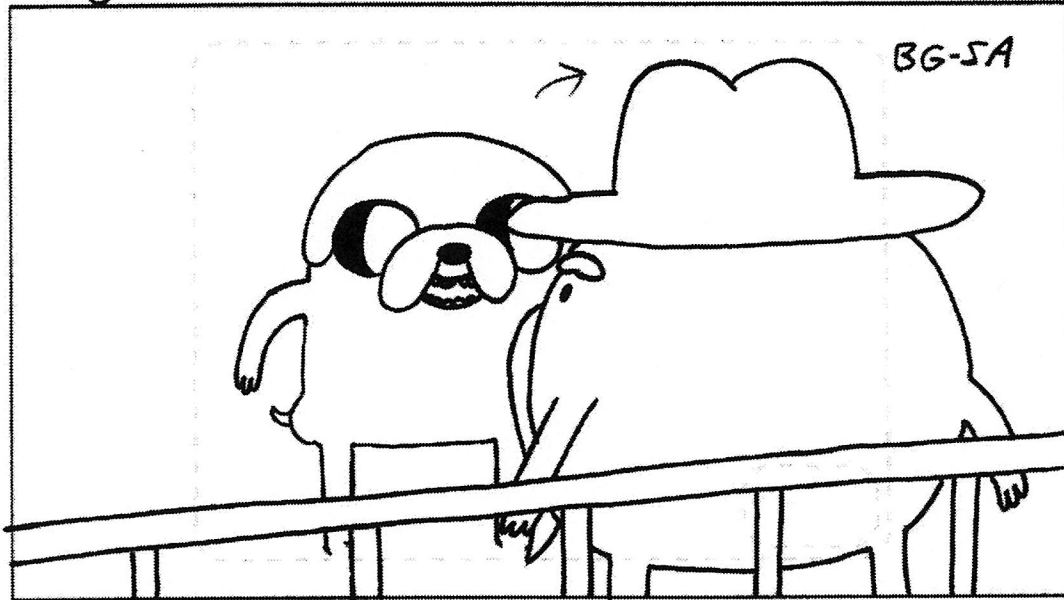
Ho
Cat

Page 111

Sc. 82 CONT Pnl. E

Bg.

day night

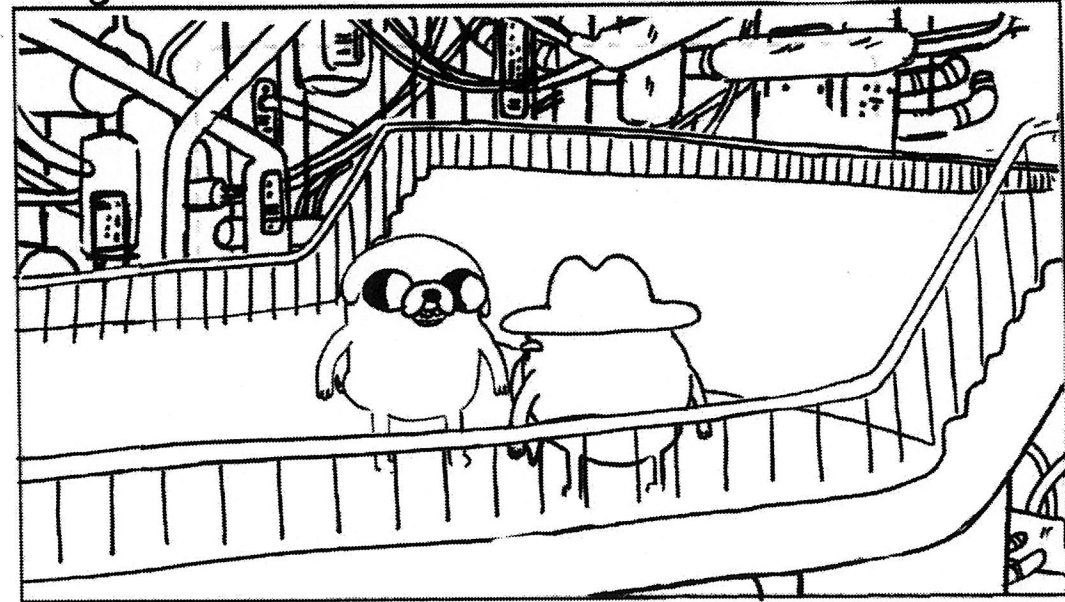


Sc. 83

Pnl. A

Bg.

day night



Dialog:

J : Heh,
OKAY...

Action:

MAY 09 2014

Timing:

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Production :

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1025/184

ADVENTURE TIME

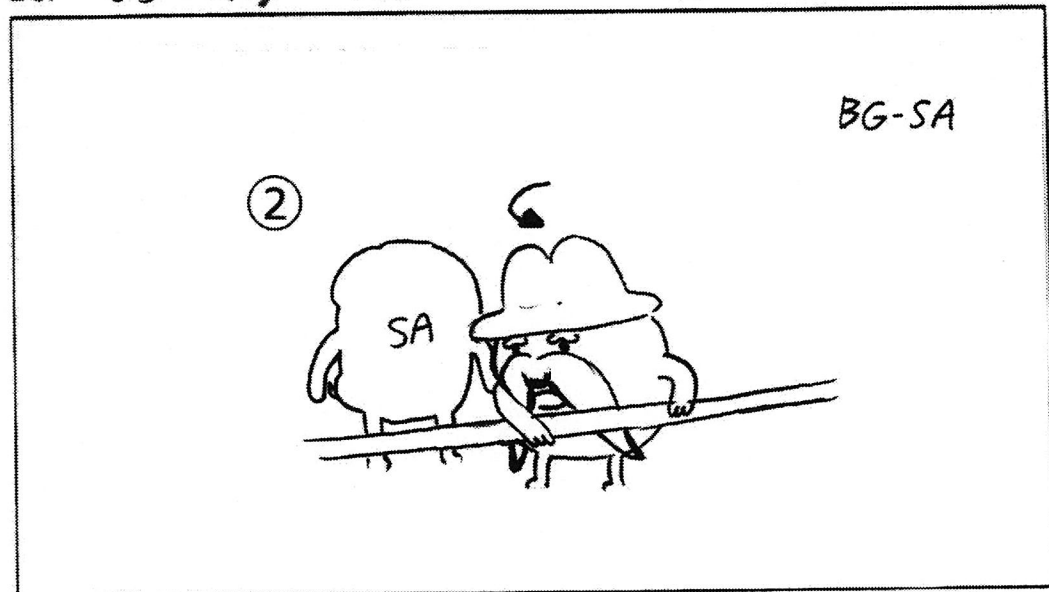


Page 112

Sc. 83 cont Pnl. B

Bg.

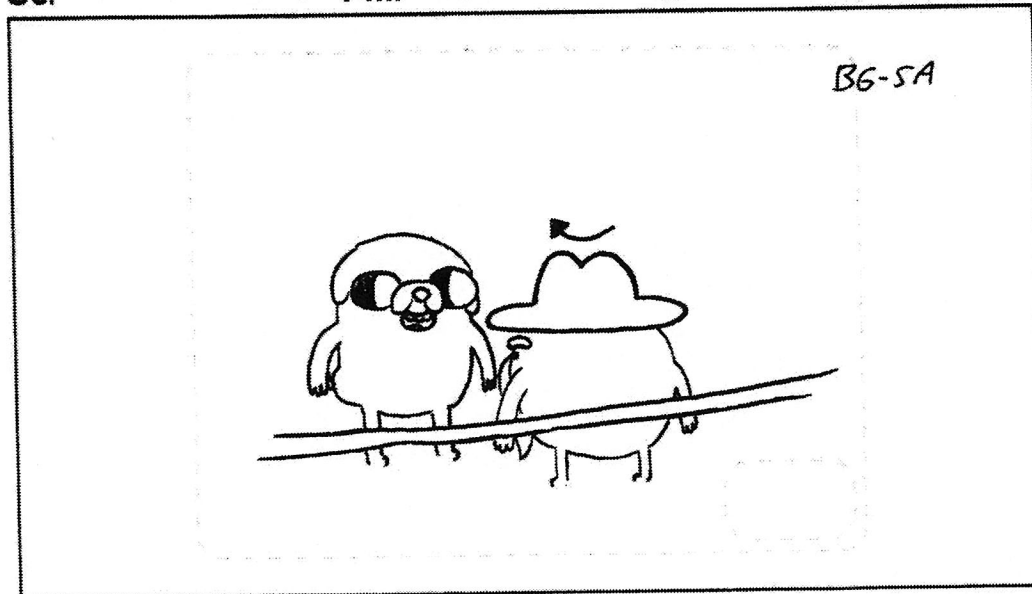
day night



Sc. 83 cont Pnl. C

Bg.

day night



Ho Cut

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EPISODE #

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Production :

1025/184

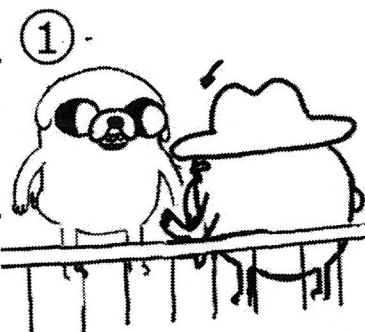
1025/184

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Dialog:

M: now look, we're at orange alert here.
below us are gathered the city's top minds

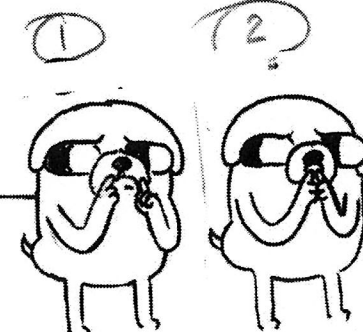
Action:



Timing:

J: MM...

- J. TAPS FINGERS
TOGETHER THOUGHTFULLY



MAY 09 2014

HW
Cust

ADVENTURE TIME



Page 1/3

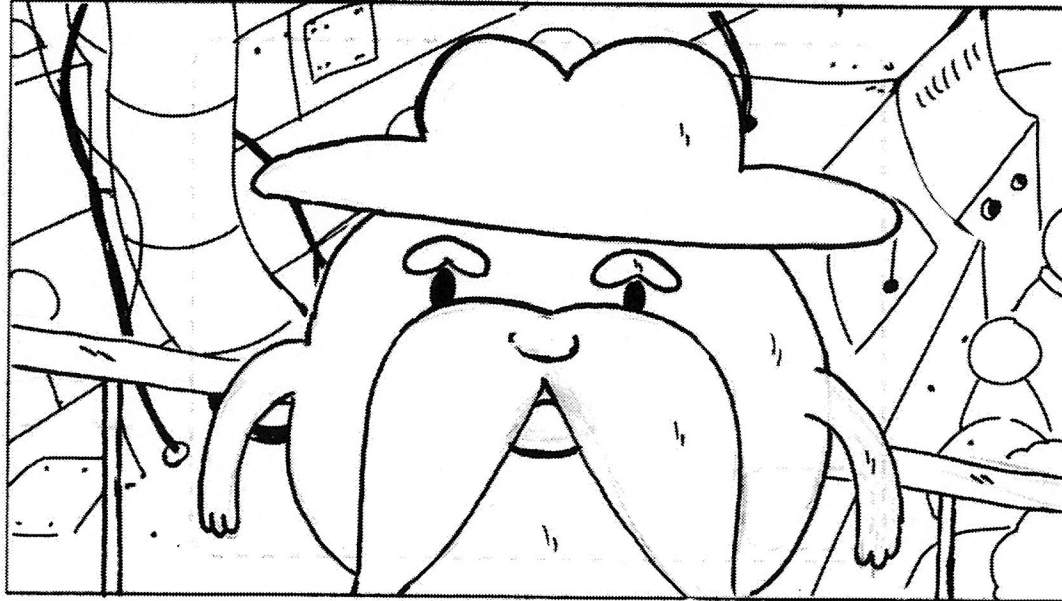
HW
Cust

Sc. 84

Pnl. A

Bg.

day night

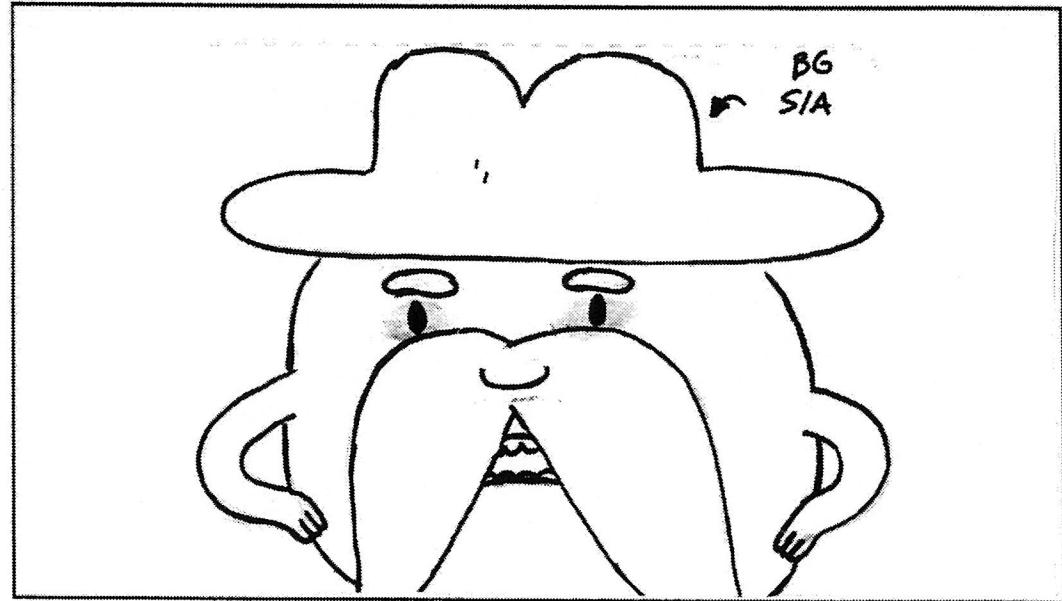


Sc.

84 CONT Pnl. B

Bg.

day night



Dialog:

M: And they've noticed that
our seismographic troubles have
increased EXPONENTIALLY - -

m: since your arrival.

Action:

Timing:

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1025/184

Production :

1025/184

Handwritten: *HW Cat*

ADVENTURE TIME

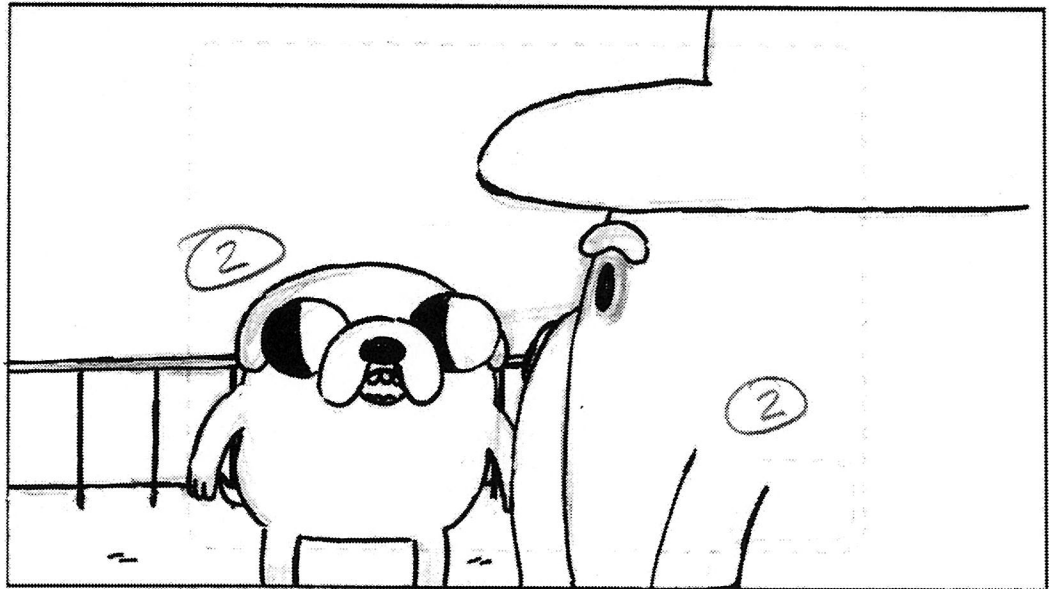


Sc. 85

Pnl. A

Bg.

day night

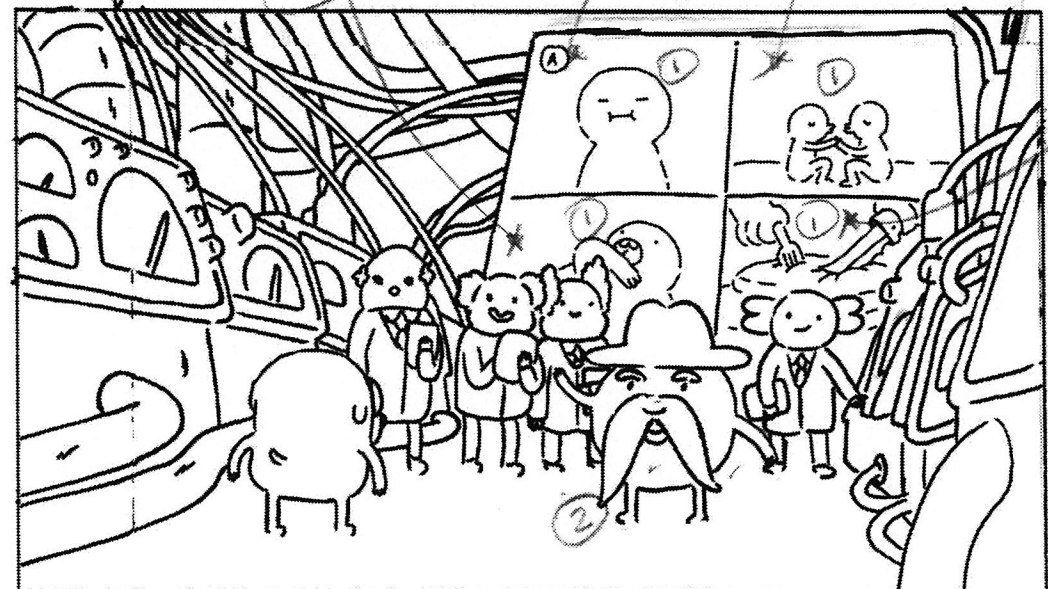


Sc. 86

Pnl. A

Bg.

day night



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1025-184

EPISODE #

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Dialog:

J: MAYOR, I want to meet these minds.

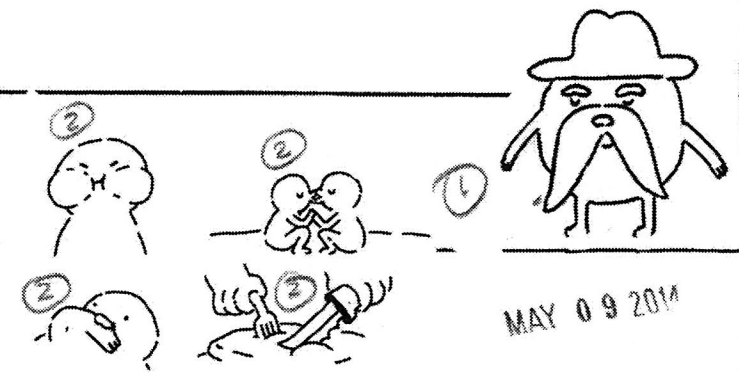
M: Here are some of the minds.

Action:

Timing:



WIPE



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Production :

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ADVENTURE TIME

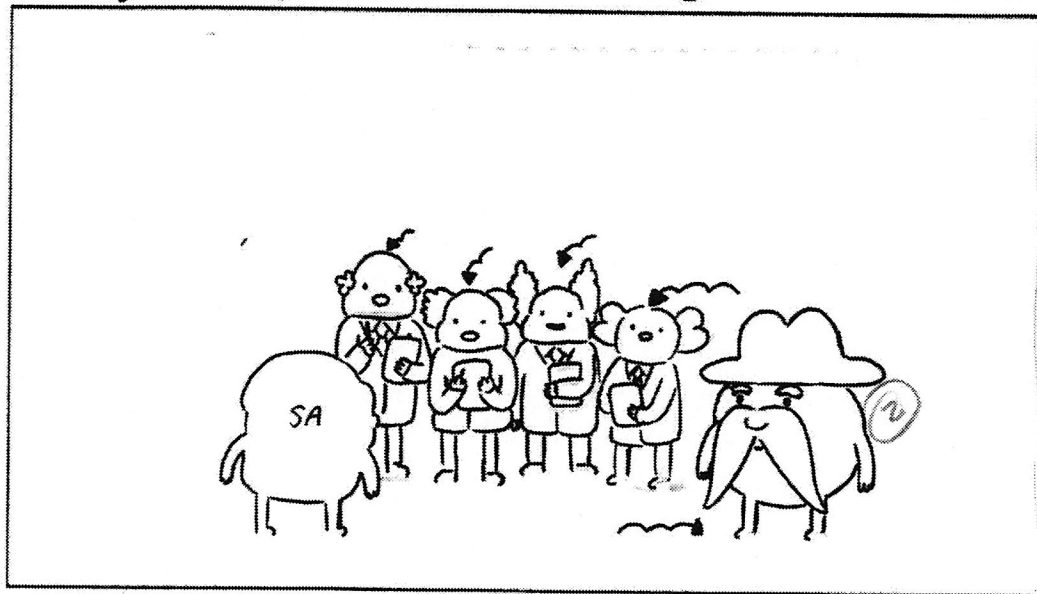


Page 115

Sc. 86 CONT Pnl. B

Bg.

day night

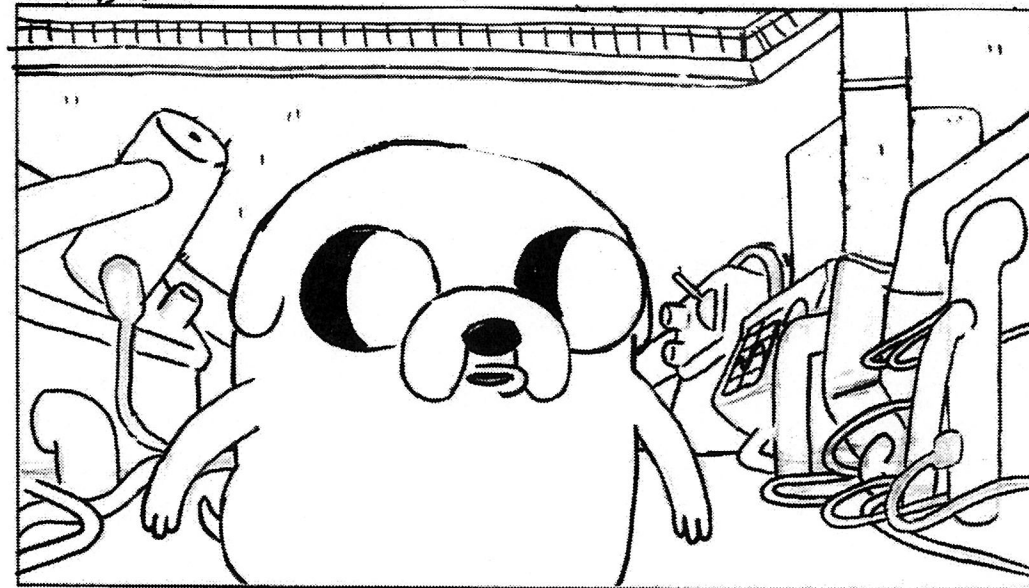


Sc. 87

Pnl. A

Bg.

day night



Dialog: LEAD
SCIENTIST: JAKE, We want to perform
some tests on you. To discover
the cause of the quakes.

Action: - SCIENTISTS COME FORWARD
- MAYER STEPS BACK



Timing:

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ADVENTURE TIME



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Sc. 87 CONT Pnl. B

Bg.

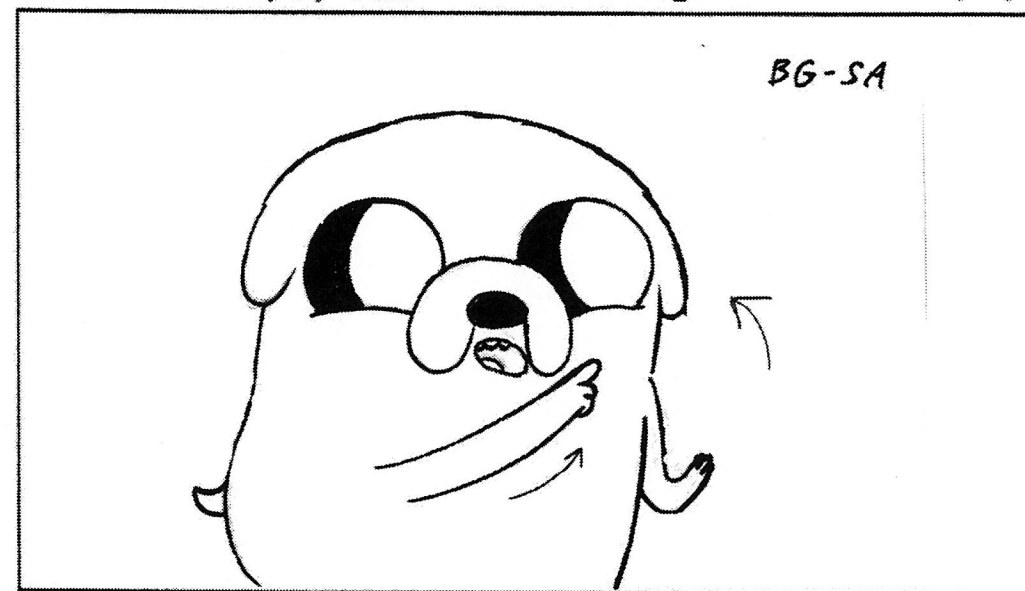
day night



Sc. 87 CONT Pnl. C

Bg.

day night



Dialog:

J: There's no need.
I GOT IT FIGURED OUT...

82

J: The tremors are happening
because --

Action:

Timing:



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Production :

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ADVENTURE TIME



Page 117

Sc. 87 CONT Pnl. D

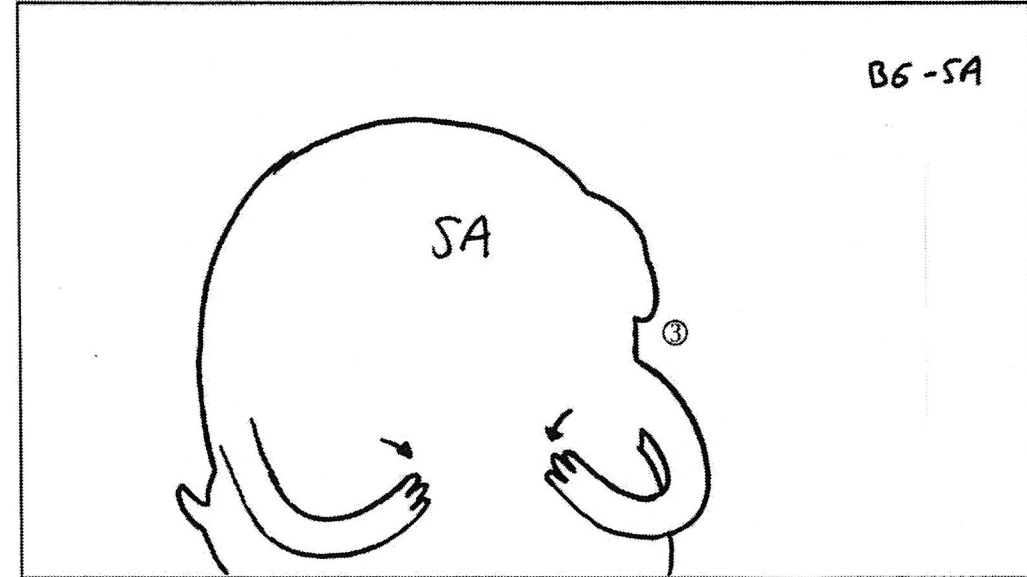
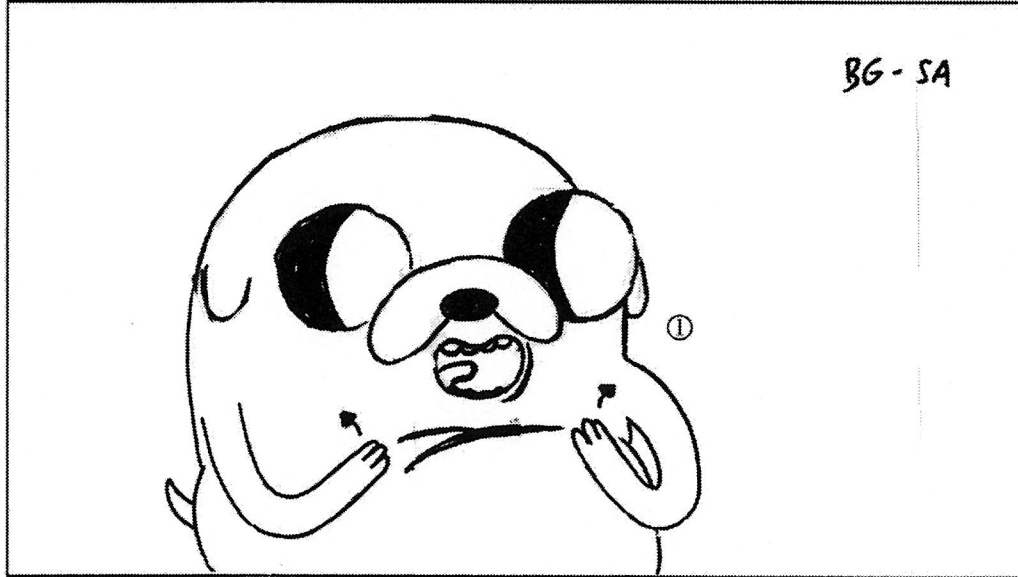
Bg.

day night

Sc. 87 CONT Pnl. E

Bg.

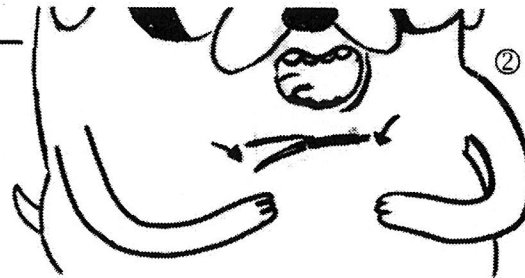
day night



Dialog: J: Jake is hungry...and his stomach is growling...

J: and the hungrier he gets --

Action: -J. RUBS HIS STOMACH



Timing:

1-2-1-2-1-2-1-2-1-2-1-3-2-3-2-3-2-3

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ADVENTURE TIME



Page 118

110 cut

Sc. 87 cont Pnl. F

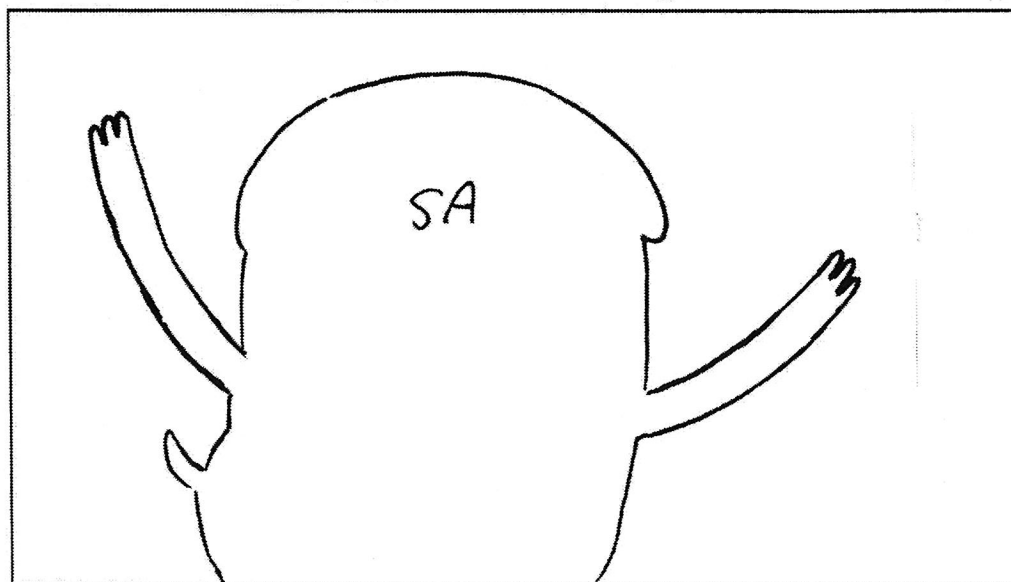
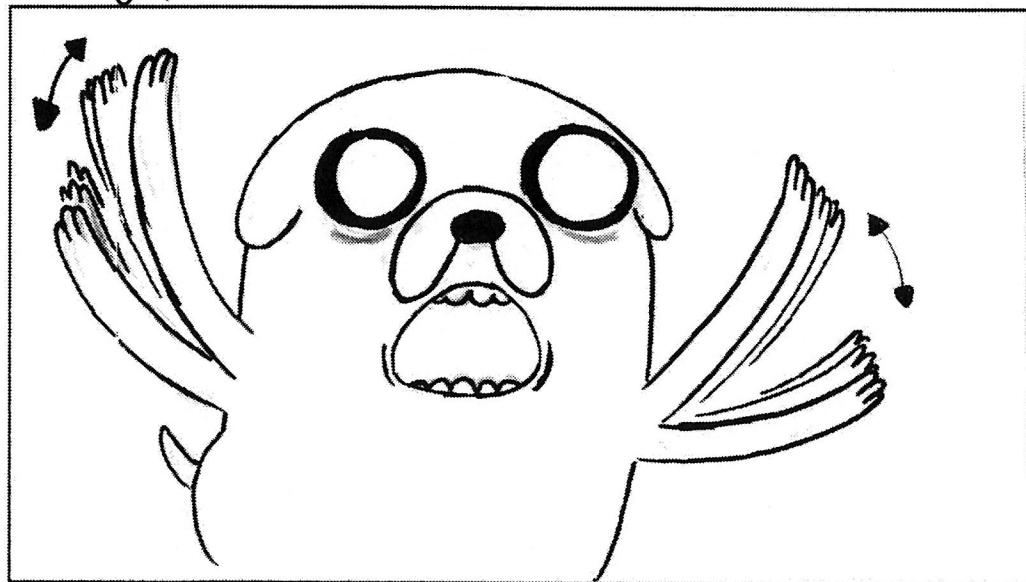
Bg.

day night

Sc. 87 cont Pnl. G

Bg.

day night



Dialog:	J: the worst the quakes will become!!
Action:	
Timing:	

MAY 09 2014

EPISODE #

Production :

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1025/184

1025/184

1025/184

HW
Cut

ADVENTURE TIME



Sc. 88

Pnl. A

Bg.

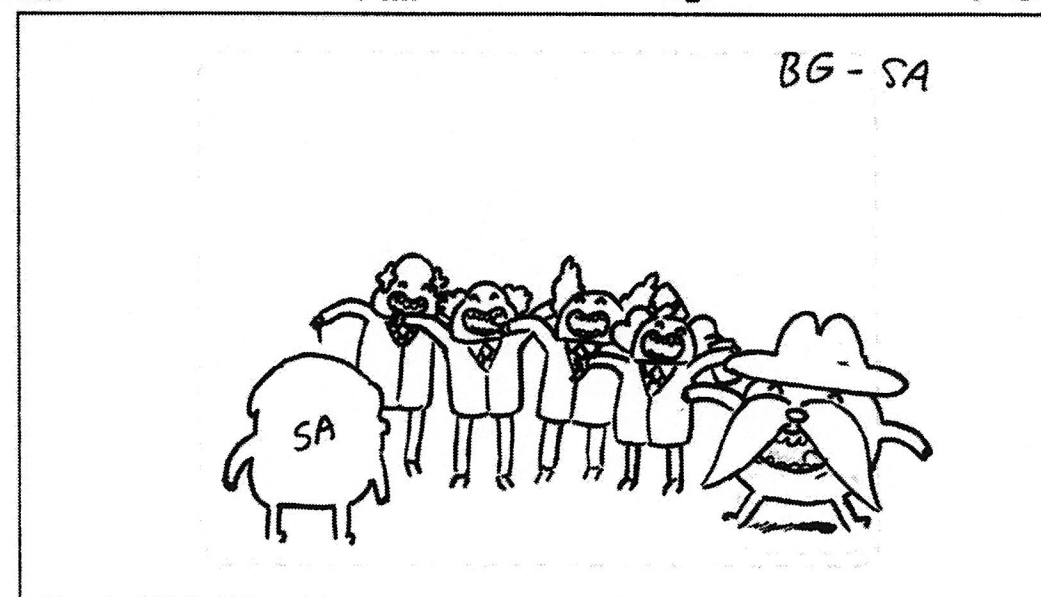
day night



Sc. 88 CONT Pnl. B

Bg.

Page 119
day night



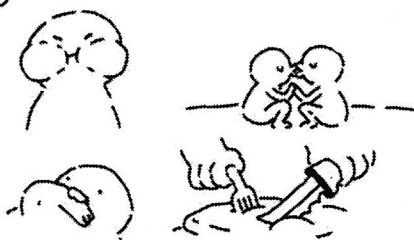
Dialog:

Action:

Timing:

Moment of silence.

B



MAYOR +
J. PEOPLE : [LAUGHTER]

Everyone bursts out laughing
but Jake.

MAY 09 2014

Production :

EPISODE #

1025-184

1025/184

HW
Cut

1025/184

Page 120
NO PGS 121-123
 day night

89

Bg.

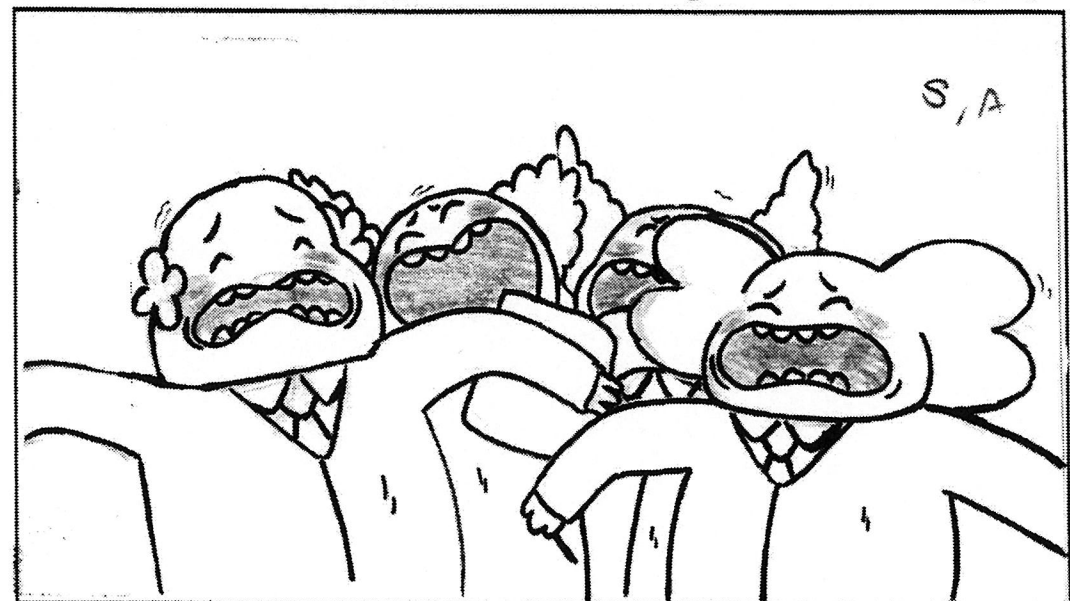
day night

Sc.

89 cont Pnl. B

Pnl. B

Bg.



9: JAKE : [LAUGHING]
PEOPLE :

(o.s.) J: I'll prove it!!!

SCIENTISTS LAUGH.

Timing:

MAY 09 2014

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1025/184

Production :

1025/184

ADVENTURE TIME



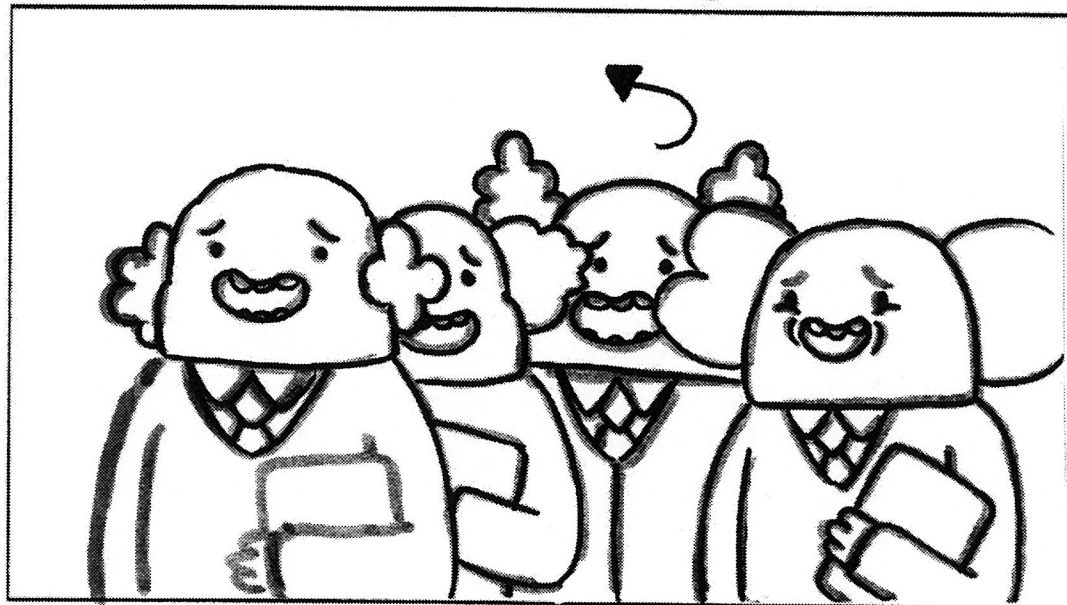
Cut

Page 124

Sc. 89 CONT Pnl. I

Bg.

day night

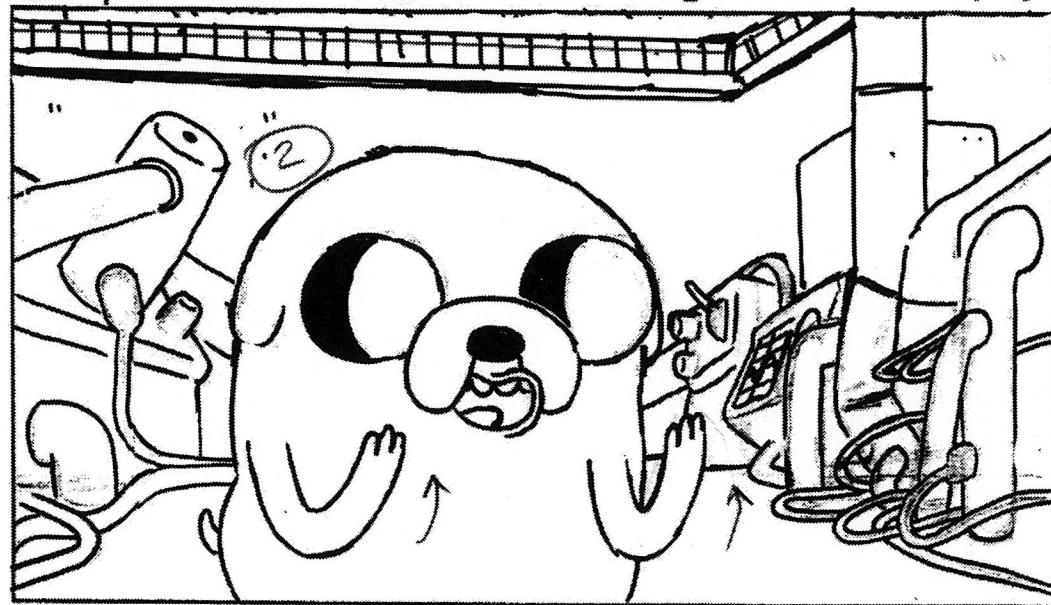


Sc. 90

Pnl. A

Bg.

day night



Ho Cut

1025-184

EPISODE #

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Dialog:

L. SCIENTIST
SCIENTIST#2: HUH?

J: Mention a food item.

Action:

scientists turn around.

Timing:



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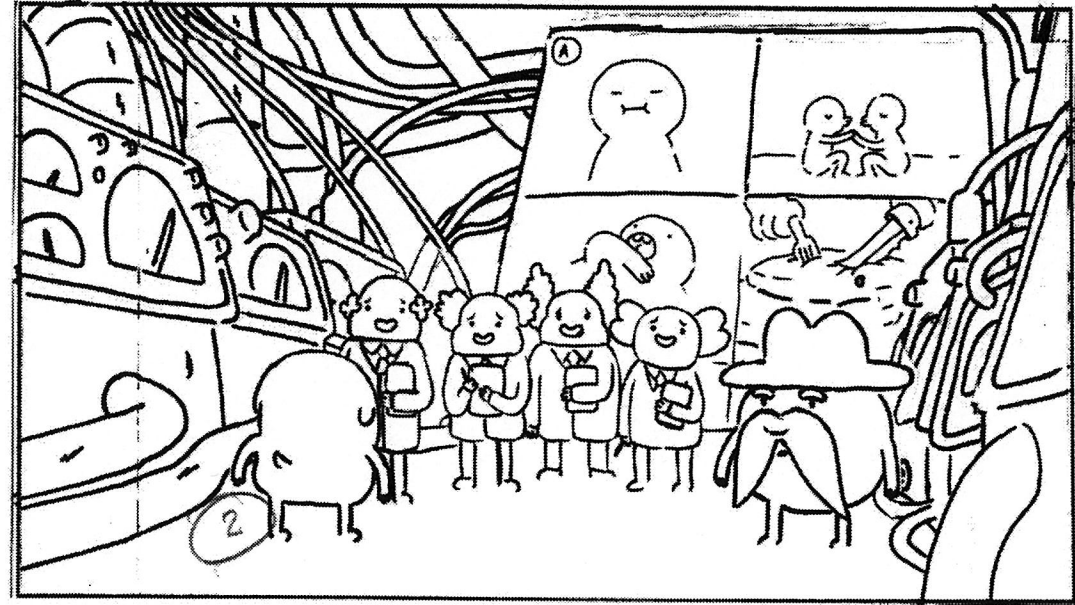
HW
CUT

ADVENTURE TIME

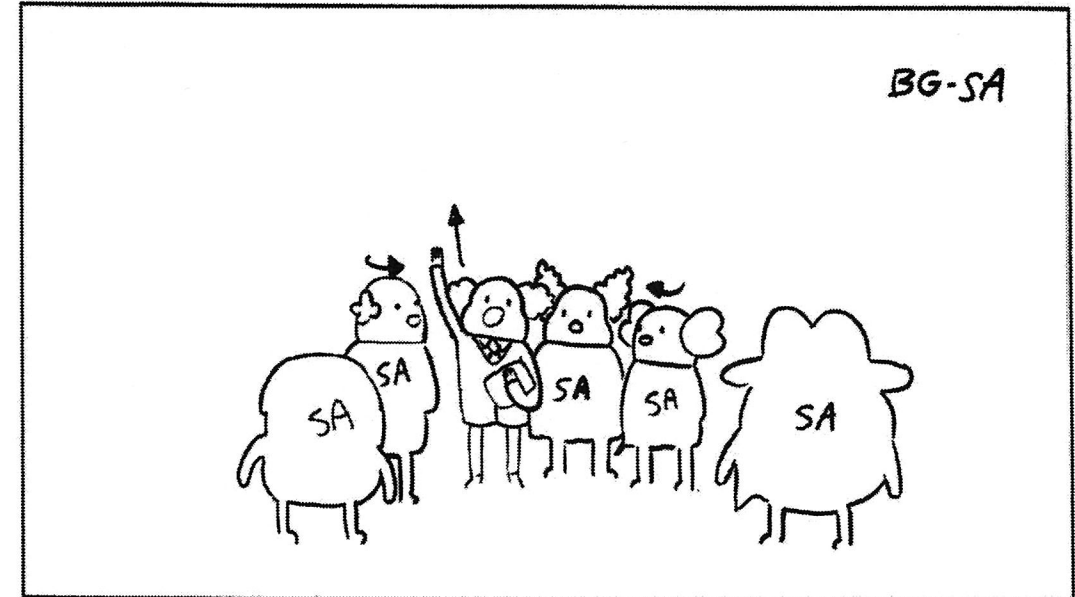


Page 125

Sc. 91 Pnl. A Bg. day night



Sc. 91 cont Pnl. B Bg. day night



Dialog:	<u>LEAD scientist:</u> Omelet!	
Action:		
Timing:		

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Production :

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ADVENTURE TIME



Sc. 9 | CONT Pnl. C

Bg.

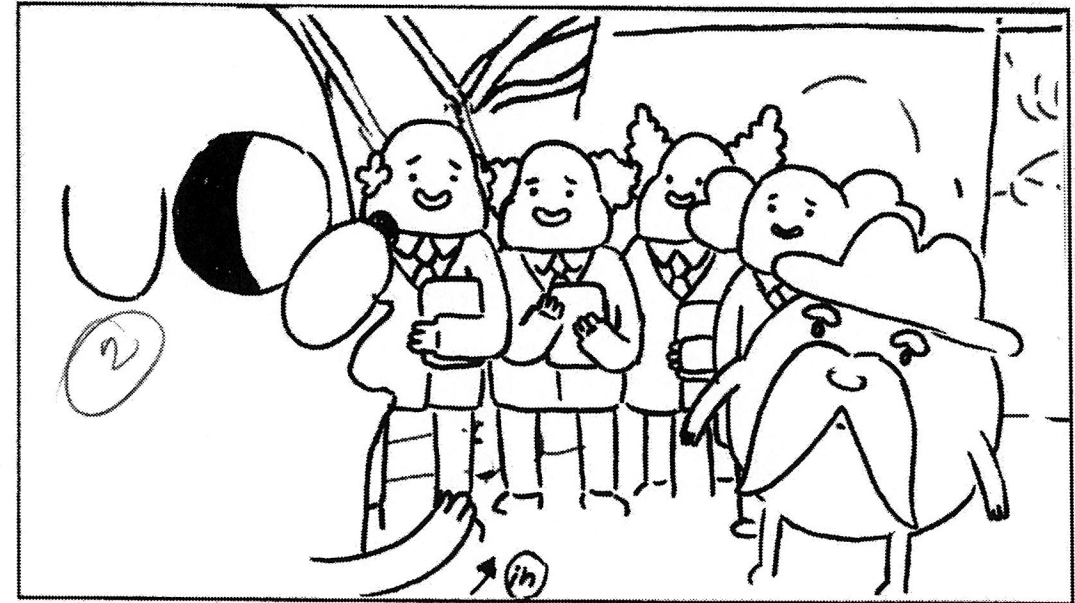
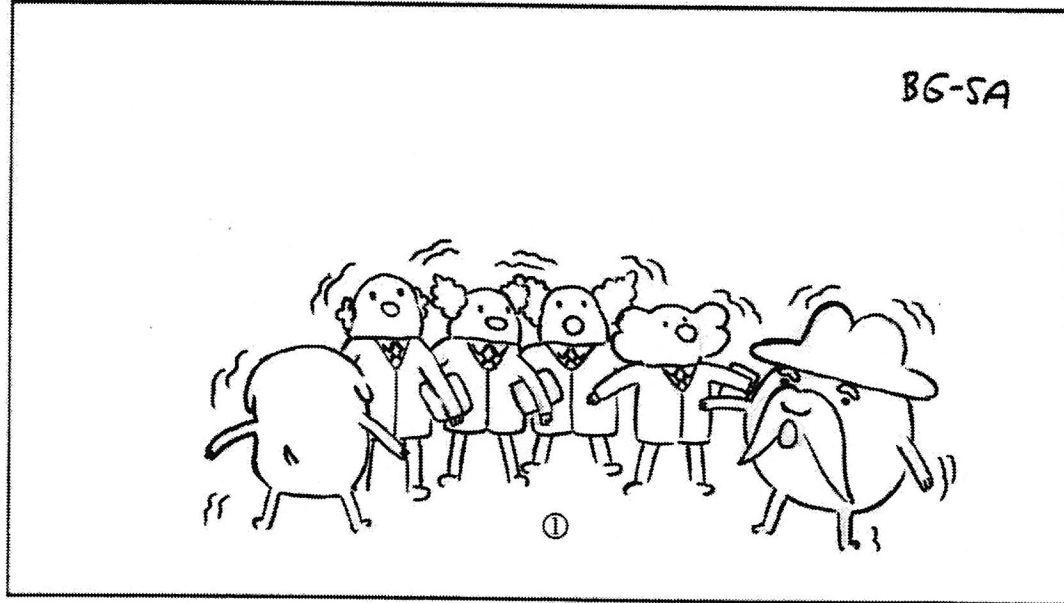
day night

Sc. 92

Pnl. A

Bg.

Page 126
126 NEXT
day night



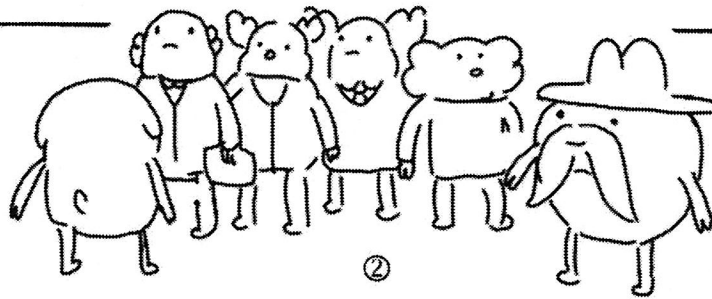
Dialog:

J: What's in the omelet?

Action:

A tremor.

Timing:



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Production :

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ADVENTURE TIME

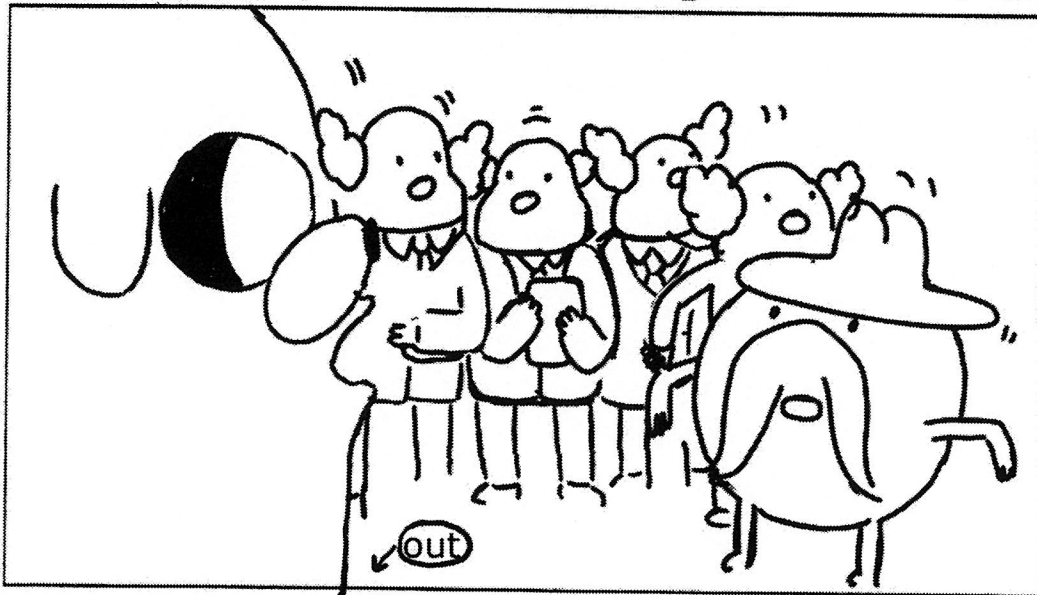


Page 126A
TFTNEXT
day night

Sc. 92 CONT Pnl. B

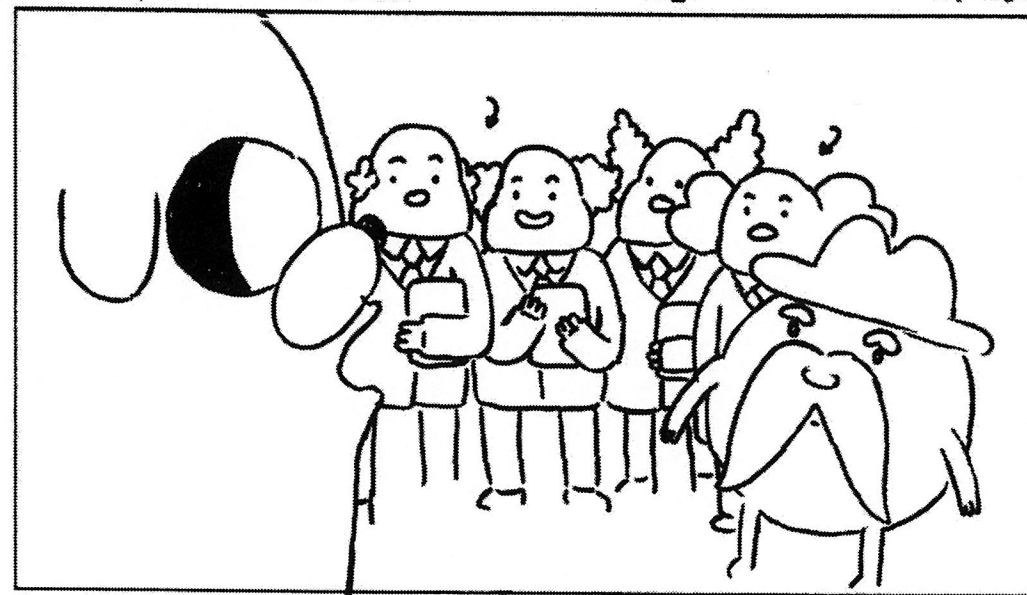
Bg.

day night



Sc. 92 CONT Pnl. C

Bg.



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Dialog:

scientist#2 Chili!

Action:

A tremor.

Timing:

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ADVENTURE TIME



Sc. 92 CONT Pnl. D

Bg.

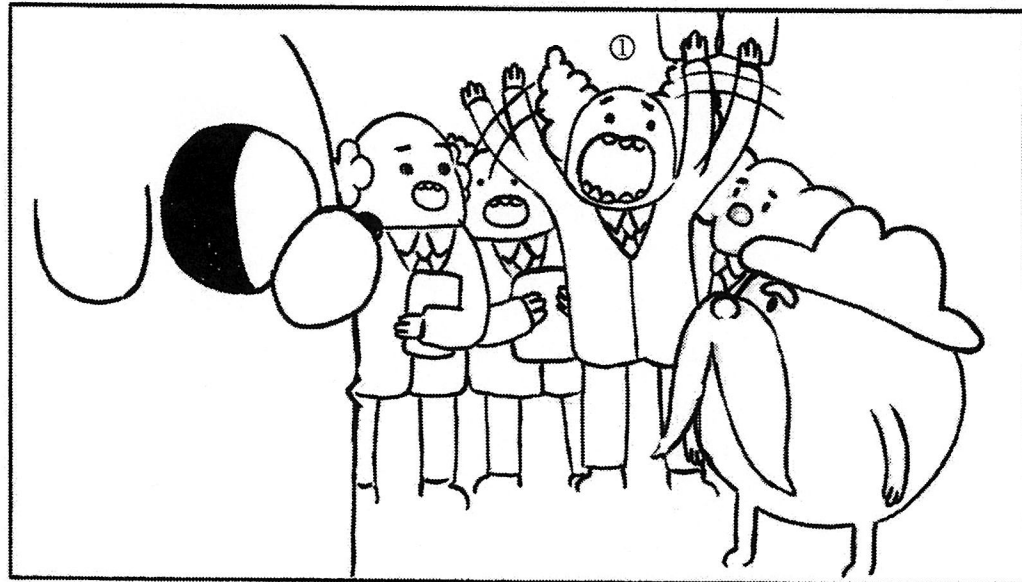
day night



Sc. 92 CONT Pnl. E

Bg.

day night



Dialog:

scientist#2 It's a four-egg

scientist#2 chili omelet!!!!

Action:

(half beat)

Timing:



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Production :

ADVENTURE TIME



Sc. 92 CONT

Pnl. F

Bg.

day night



Sc. 93

Pnl. A

Bg.

day night



Dialog:

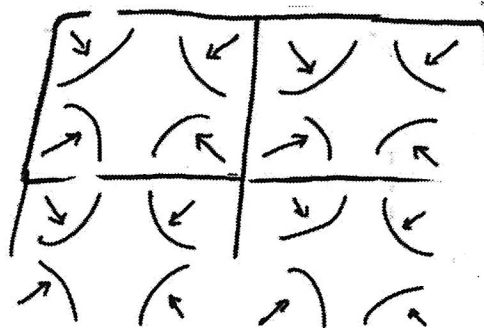
SFX: * RUMBLING *

L. SCIENTIST
JAKE PEOPLE : [WORRIED
MAYOR WALLA]

Action:

Huge quake.

Timing:



SCREENS SHUT OFF



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Production :

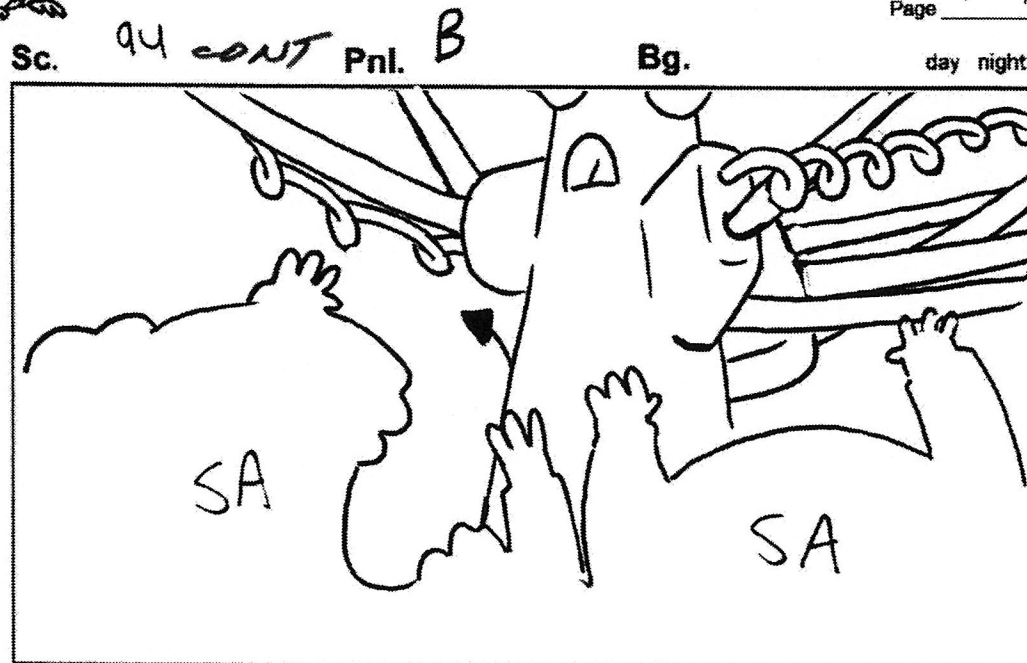
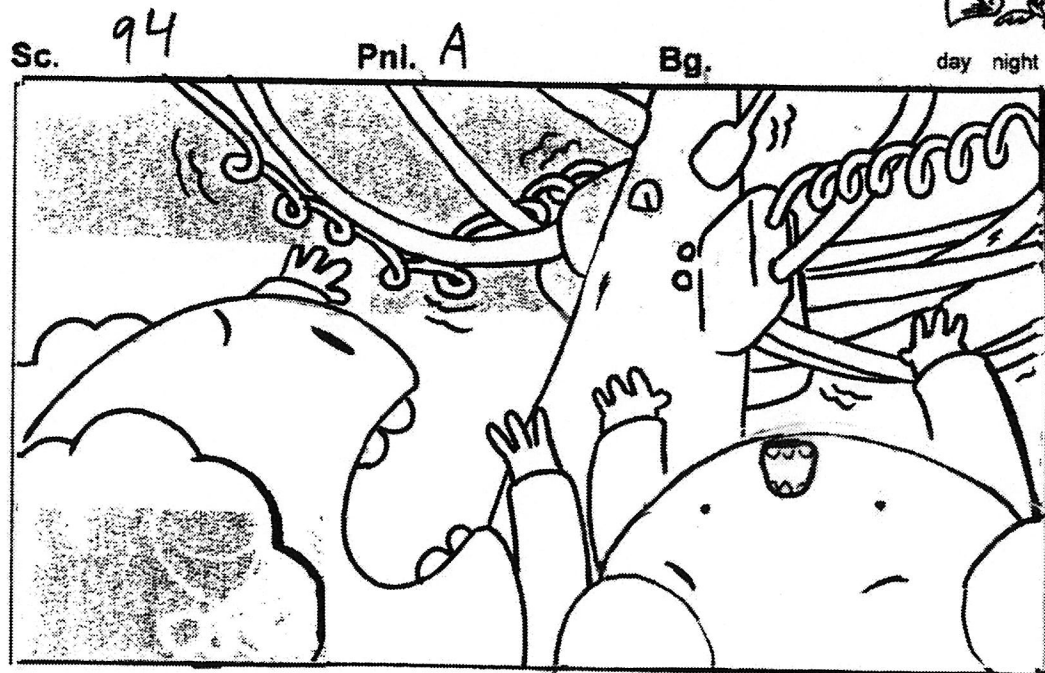
1025/184

Cut

ADVENTURE TIME



Page 129



Dialog:

JAKE PEOPLE : [SCREAMING]

Action:

s.p.

pillar leaning over.

Timing

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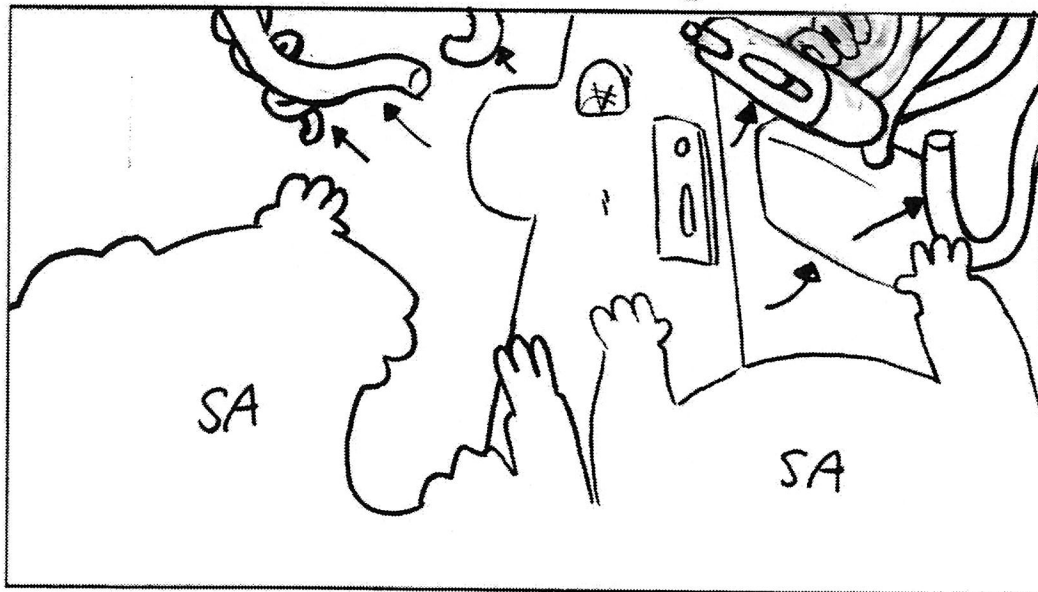
ADVENTURE TIME



Page 130

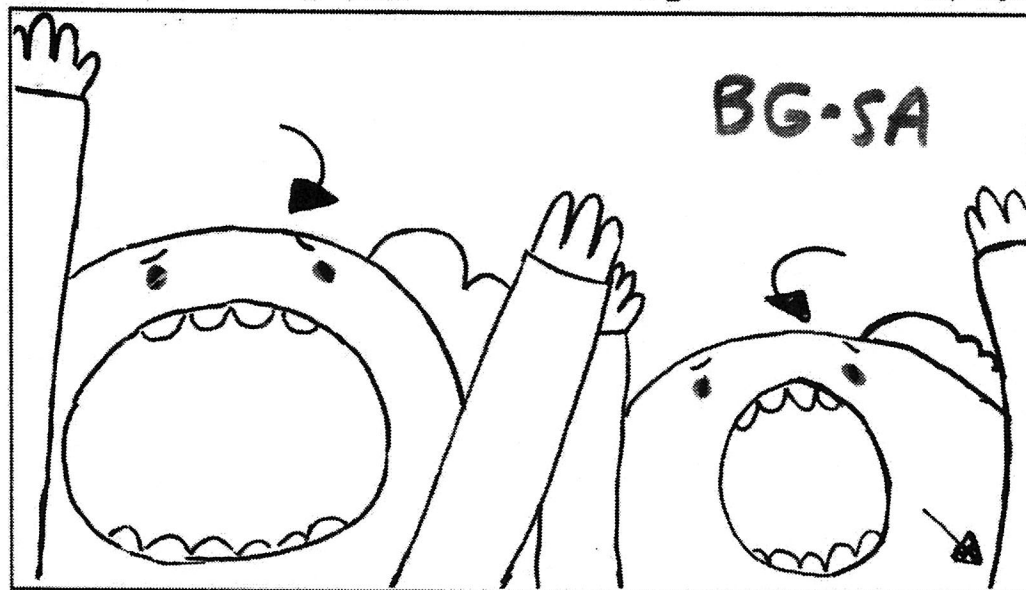
Sc. 94 CONT Pnl. C

Bg. day night



Sc. 94 CONT Pnl. D

Bg. day night



Dialog:

SCIENTIST
#2

WATCH OUT!!!

Action:

Timing:

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Cut

ADVENTURE TIME



131

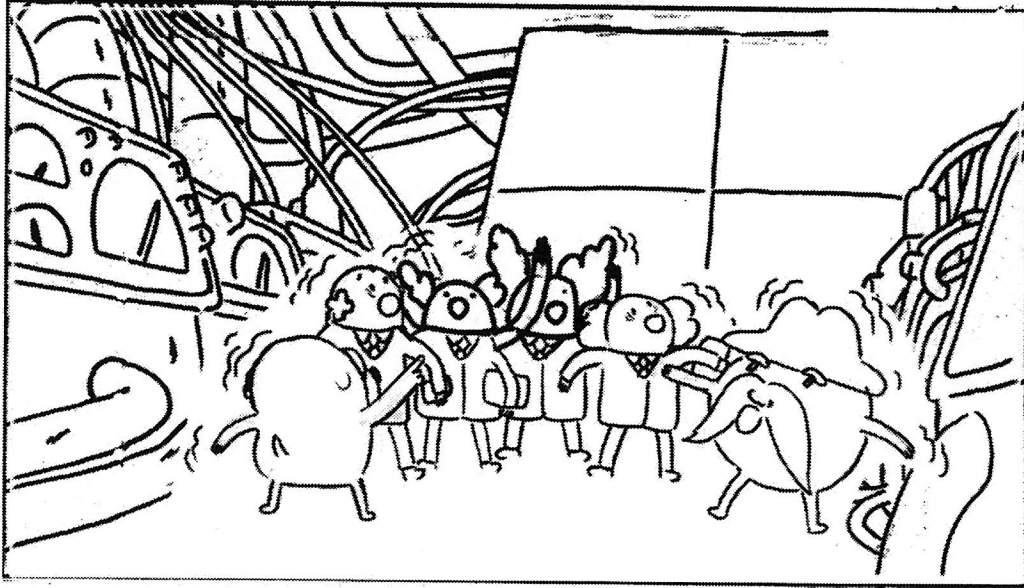
Page 131A NEXT

Sc. 95

Pnl. A

Bg.

day night



Sc. 95 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



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Production :

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ADVENTURE TIME

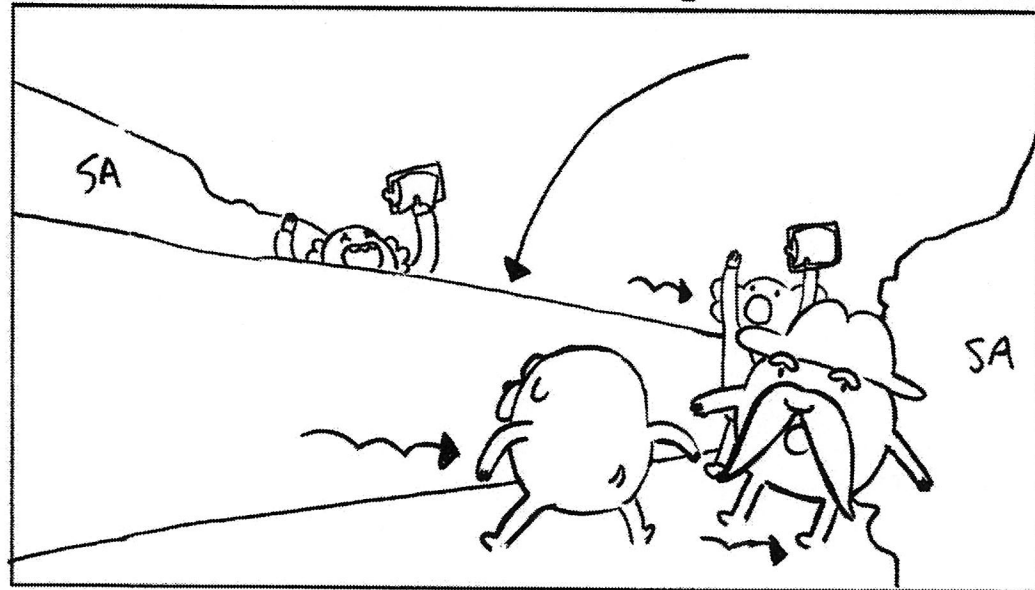


Sc. 95 cont

Pnl. C

Bg.

day night



Sc. 95 cont Pnl. D

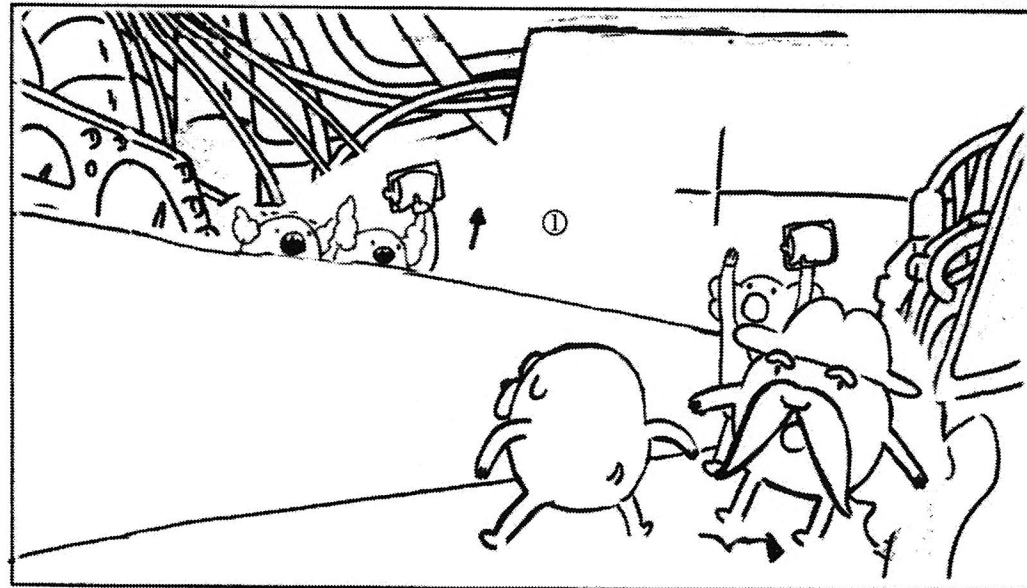
Bg.

Page

day night

13/A

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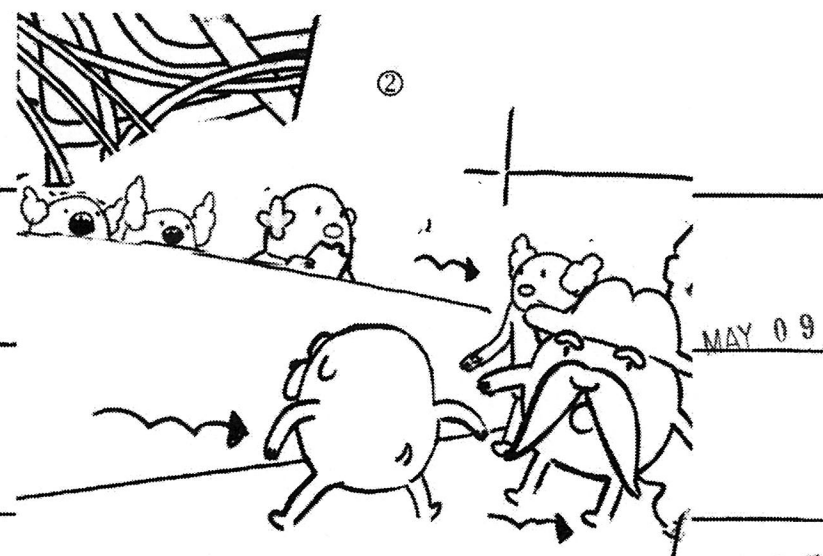
Dialog:

SFX: *THOOM, / *

Action:

- pillar falls on 2 scientists in the middle.

Timing:



MAY 09 2014

Production :

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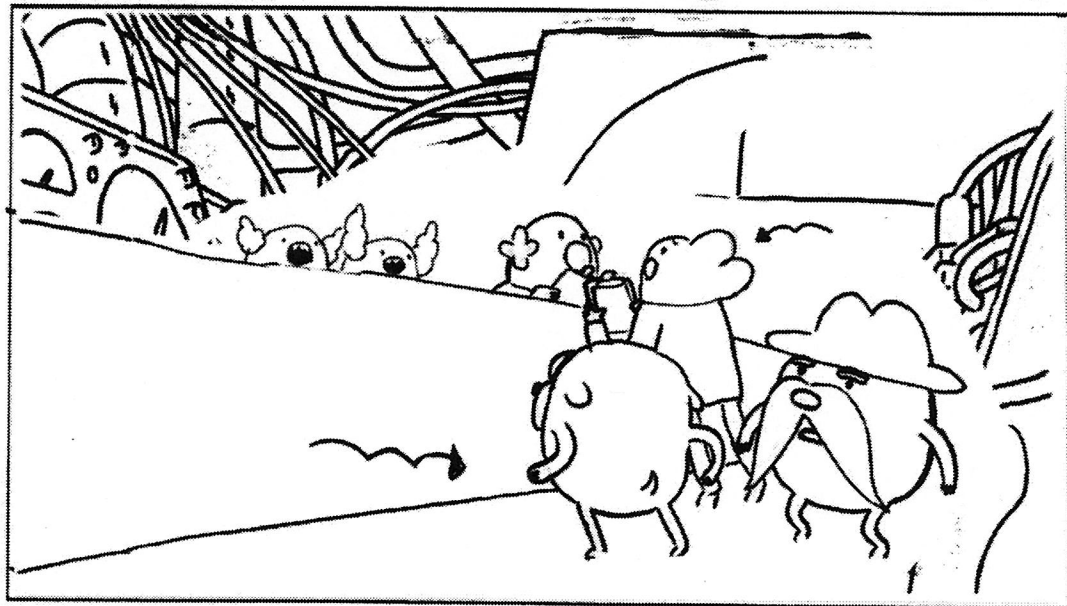
1025/184

ADVENTURE TIME

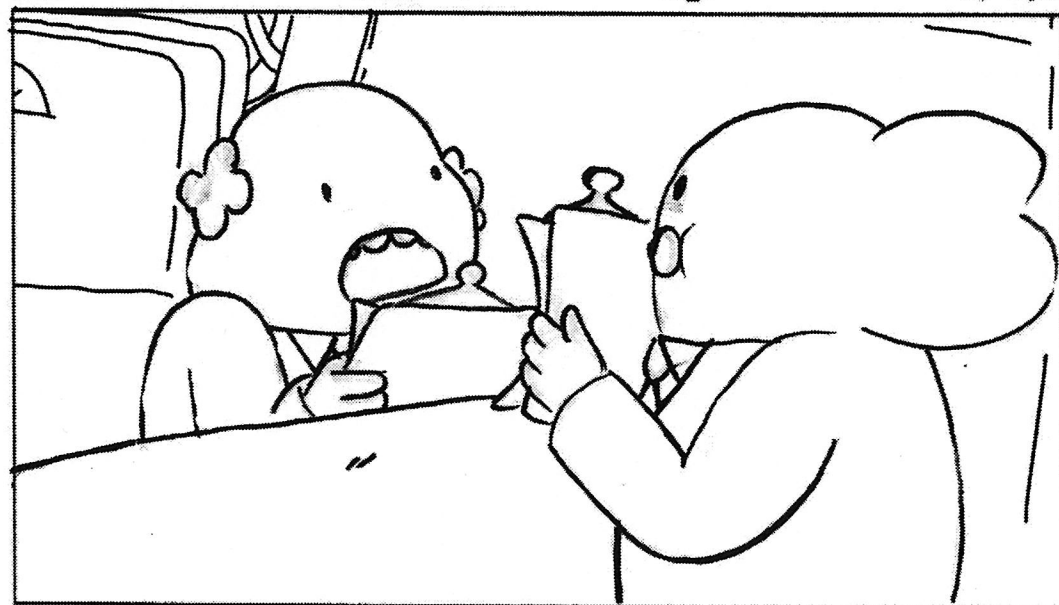


Page 132

Sc. 95 cont Pnl. E Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:

JAKE PEOPLE: (MUTTERING)

LEAD SCIENTIST: ANALYSIS, TIM?

Action:

Timing:

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Production :

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1025/184

ADVENTURE TIME



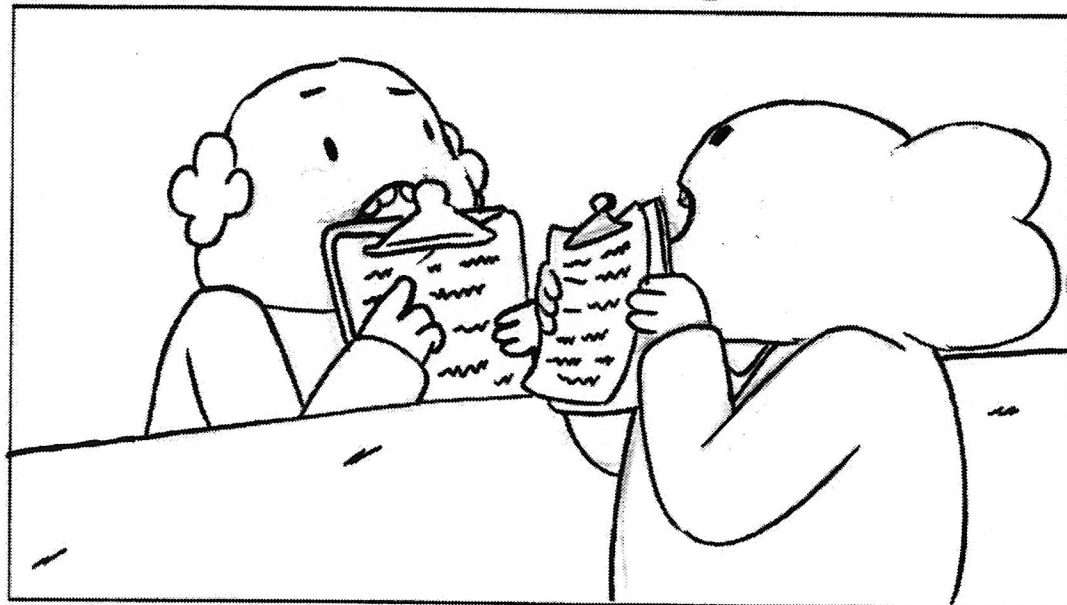
TV
Cut

Page 133

Sc. 96 CONT Pnl. B

Bg.

day night

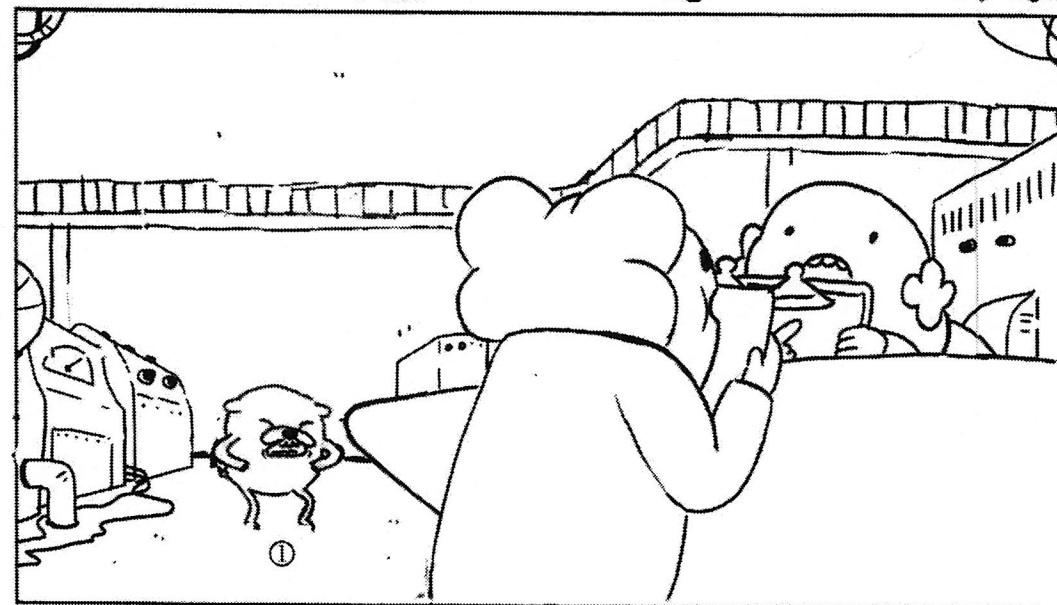


Sc. 97

Pnl. A

Bg.

day night



Dialog:

s#2 It's too early to say,

This evidence is anecdotal.

J: Look, JUST LET ME stretch outside
to get something to eat and the quakes

Action:

scientists confer and murmur over
their clip boards.



Timing:

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ADVENTURE TIME



Sc. 97 CONT Pnl. B

Bg.

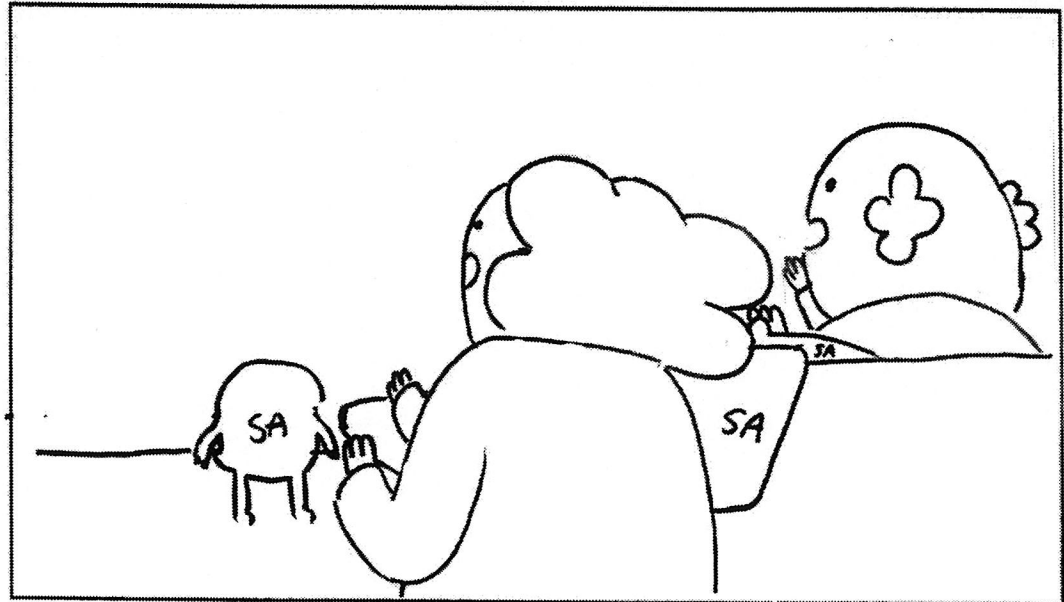
day night



Sc. 97 CONT Pnl. C

Bg.

Page 134
134A NEXT
day night



Dialog:

J: will stop!

SCIENTIST#2 That doesn't sound very science-y.

Action:

Timing:

MAY 09 2014

EPISODE # 1025-184

1025/184

Production :

1025/184

ADVENTURE TIME



134A

Sc. 97 CONT Pnl. D

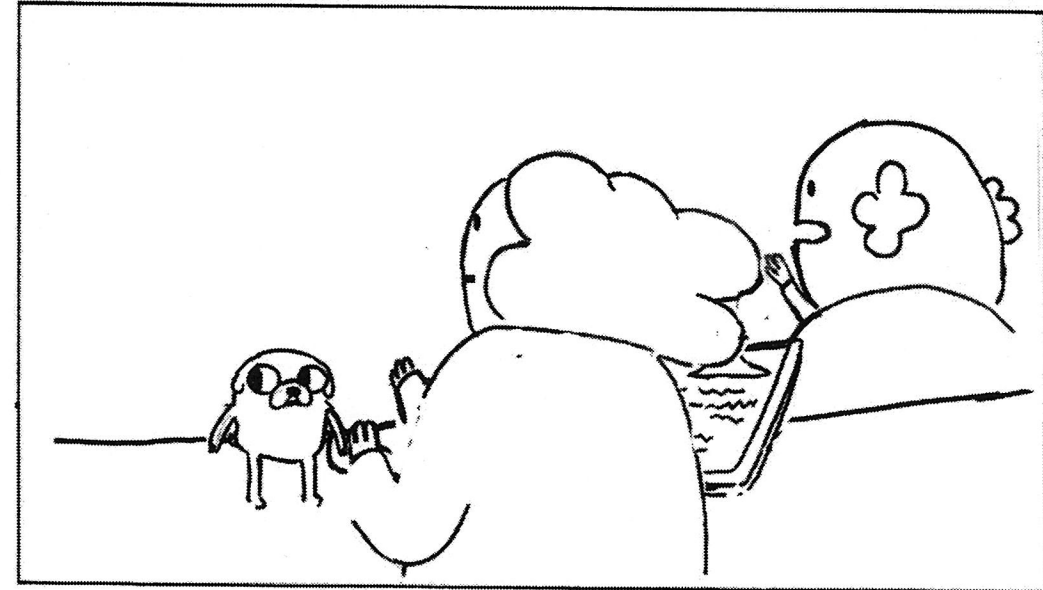
Bg.

day night

Sc. 97 CONT Pnl. E

Bg.

Page 134A NEXT
day night



Dialog:

Lead Scientist: No, but you have my permission to--

Action:

Timing:

MAY 09 2014

EPISODE # 1025-184

Production :

1025/184

1025/184

1025/184

ADVENTURE TIME

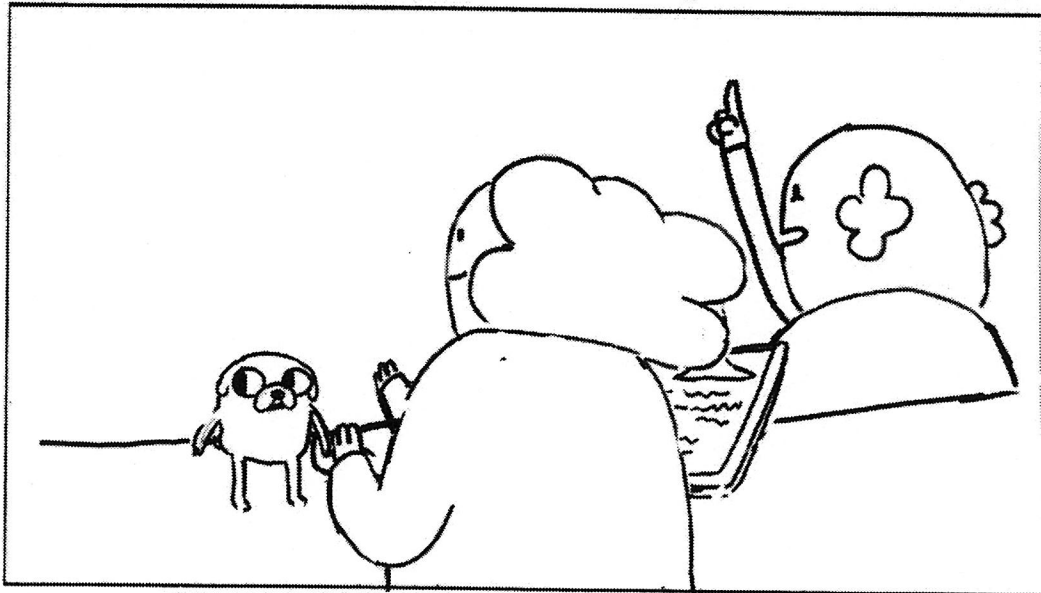


Sc. 97 *cont*

Pnl. F

Bg.

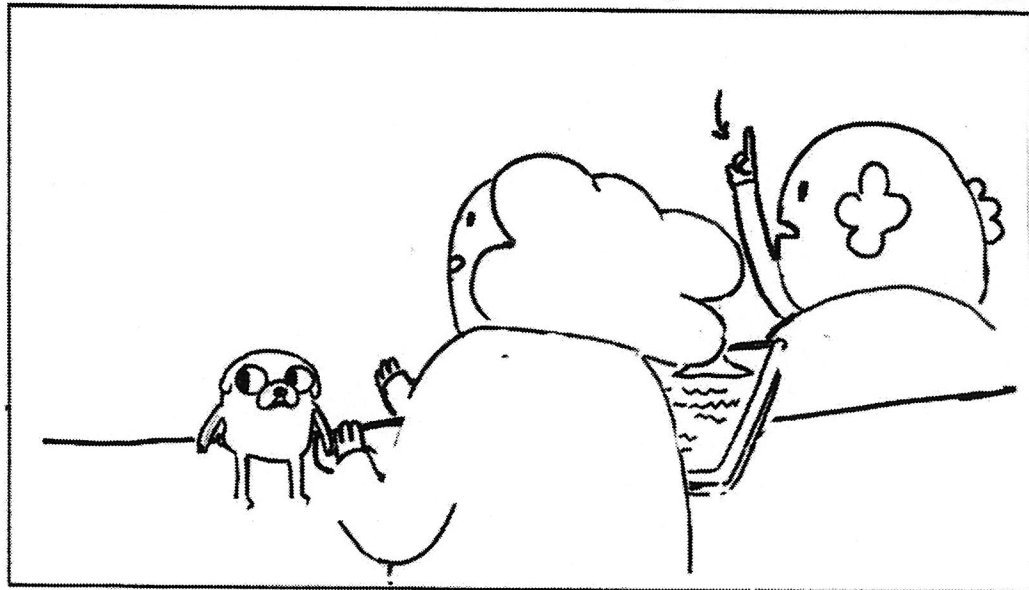
day night



Sc.

97 *cont* Pnl. G

Bg.



Page *134B*
135. NEXT
day night

EPISODE # 1025-184

1025/184

Production :

Dialog:

Lead Scientist: -- test your idea!

ERIK: (O.S.) I don't like that idea!

Action:

Timing:

MAY 09 2014

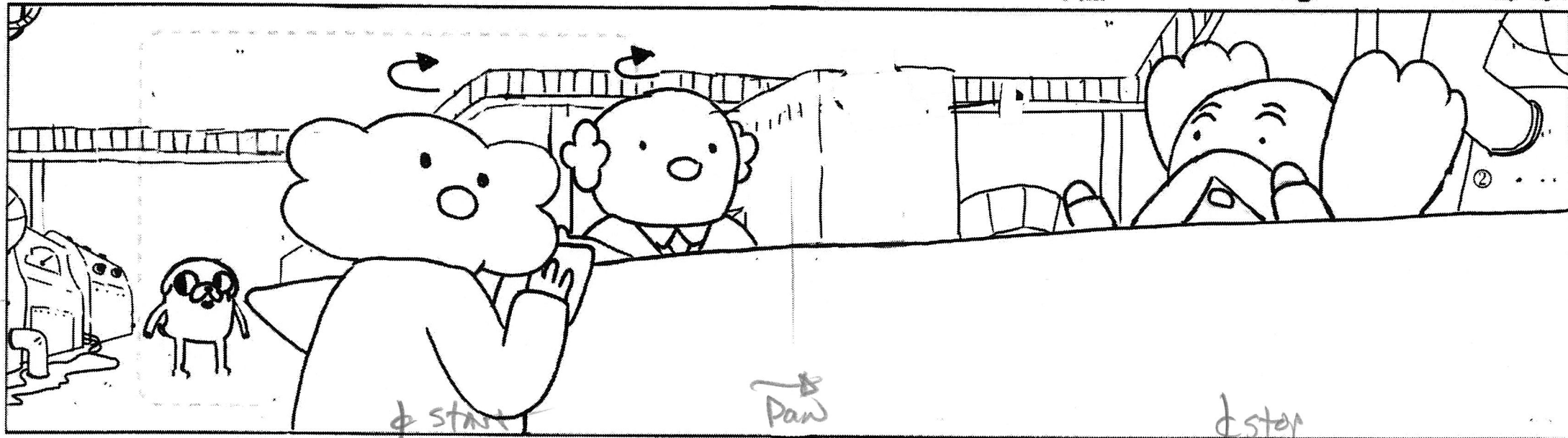
1025/184

ADVENTURE TIME



Page 135

Sc. 97 cont Pnl. H Bg. day night Sc. 97 Pnl. Bg. day night



Dialog:

L. SCIENTIST
SCIENTIST # 2 : EH?

ERIK:

If Jake leaves,
That would mean the UTER
destruction of our WORLD.

Action:

- SCIENTISTS TURN.

Timing:



- PAN RIGHT TO
ERIK ADDAMKIMSON

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EPISODE #

1025-184

1025/184

Production :

1025/184

Ho
Cut

ADVENTURE TIME

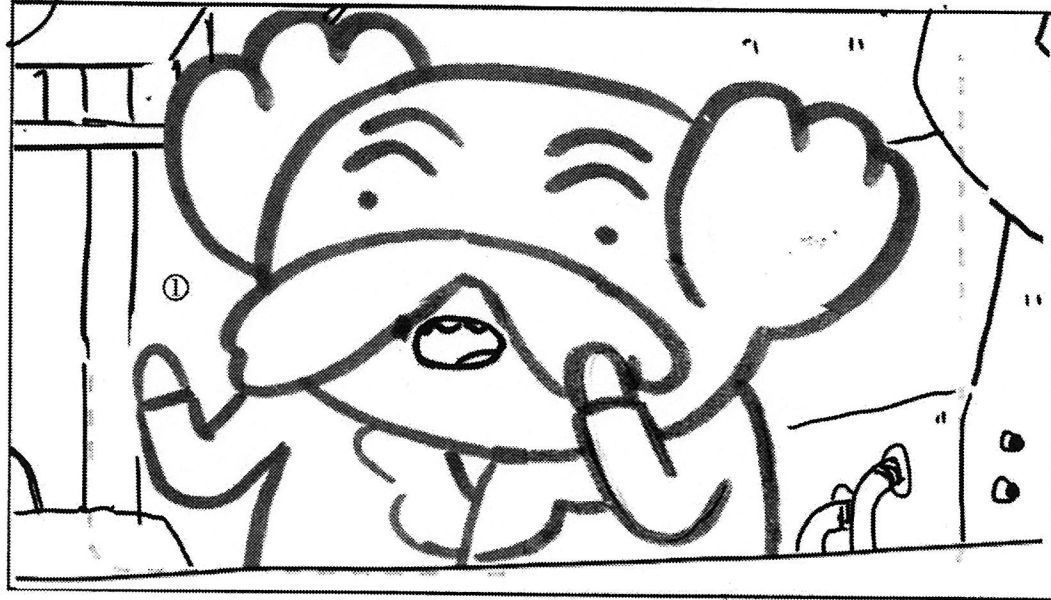


Sc. 98

Pnl. A

Bg.

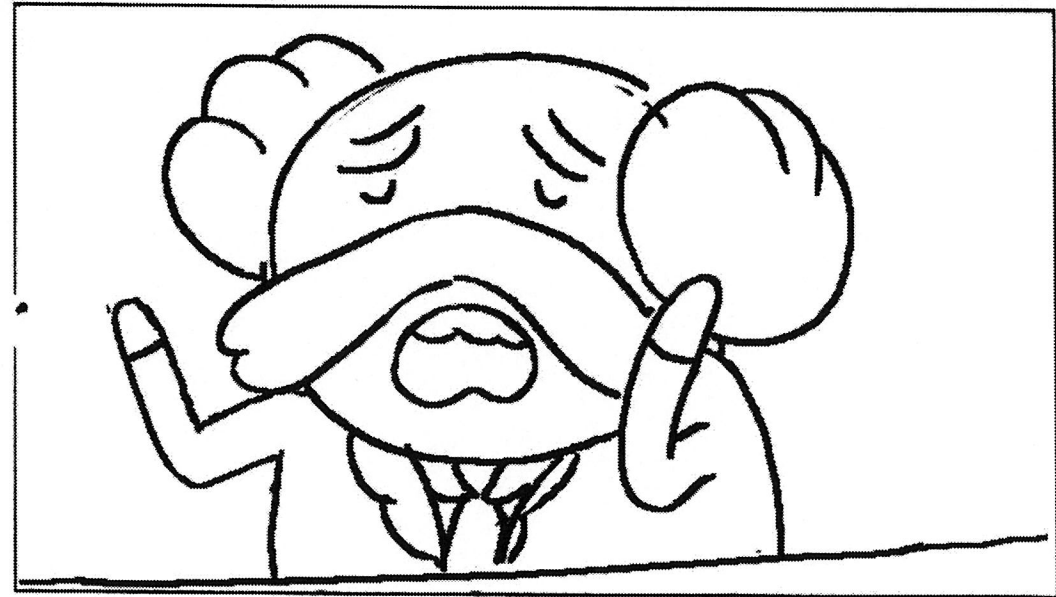
day night



Sc. 98 cont Pnl. B

Bg.

Page 136
136A NEXT
day night



Dialog: E: I believe that Jake is an extra-dimensional being, A

E: "glob" if you will,

Action:

Timing:



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1025/184

Production :

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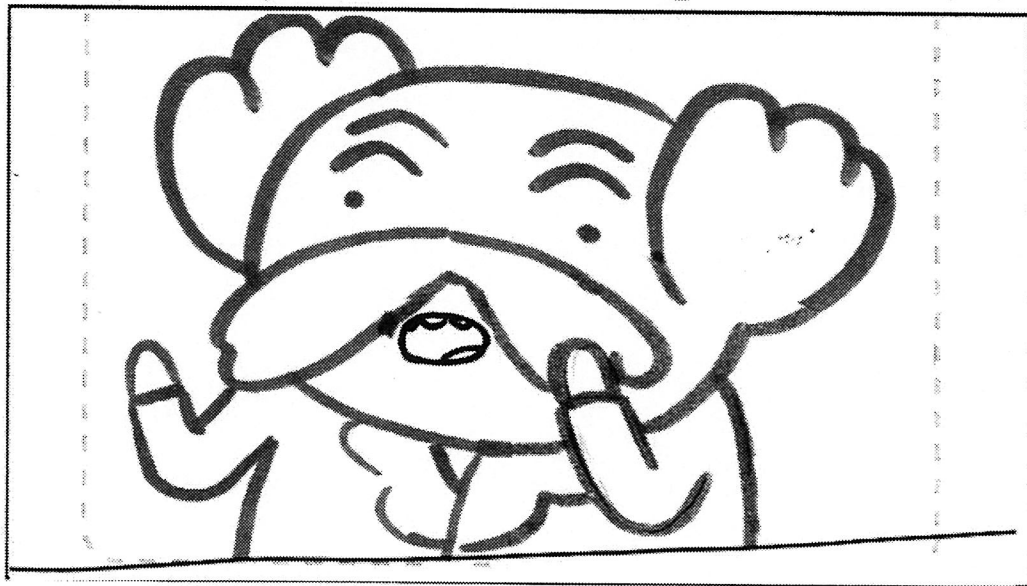
ADVENTURE TIME



Sc. 98 *cont* Pnl. C

Bg.

day night

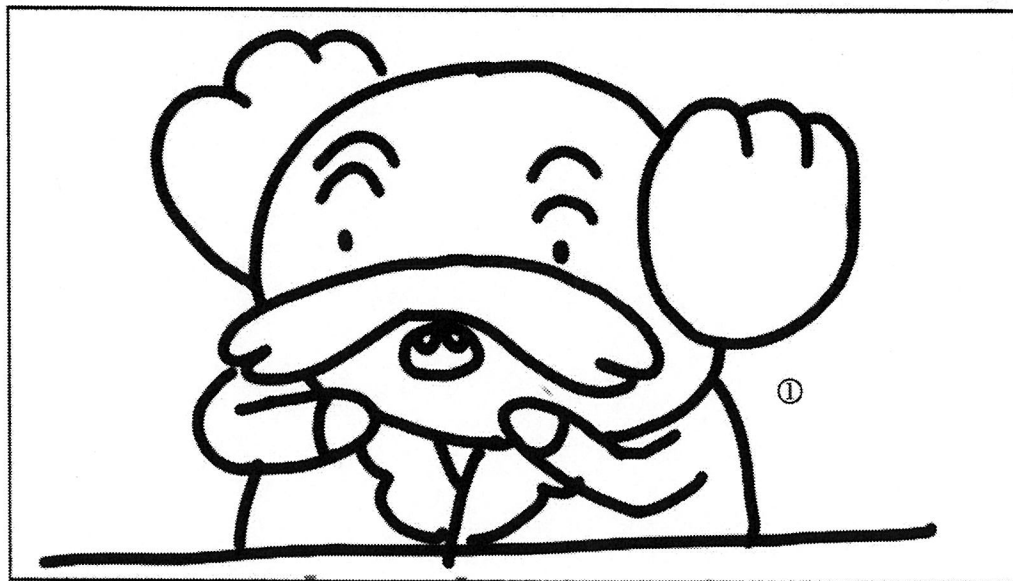


Sc. 98 *cont* Pnl. D

Bg.

Page 136A

1860 NEXT
day night

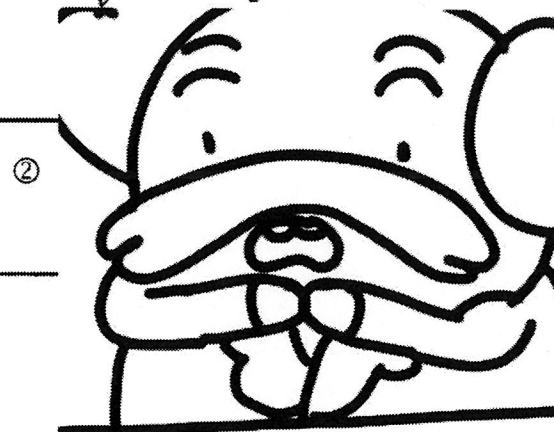


Dialog: E: whose psychic field

E: holds our world together.

Action:

Timing:



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Production :

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1025/184

ADVENTURE TIME

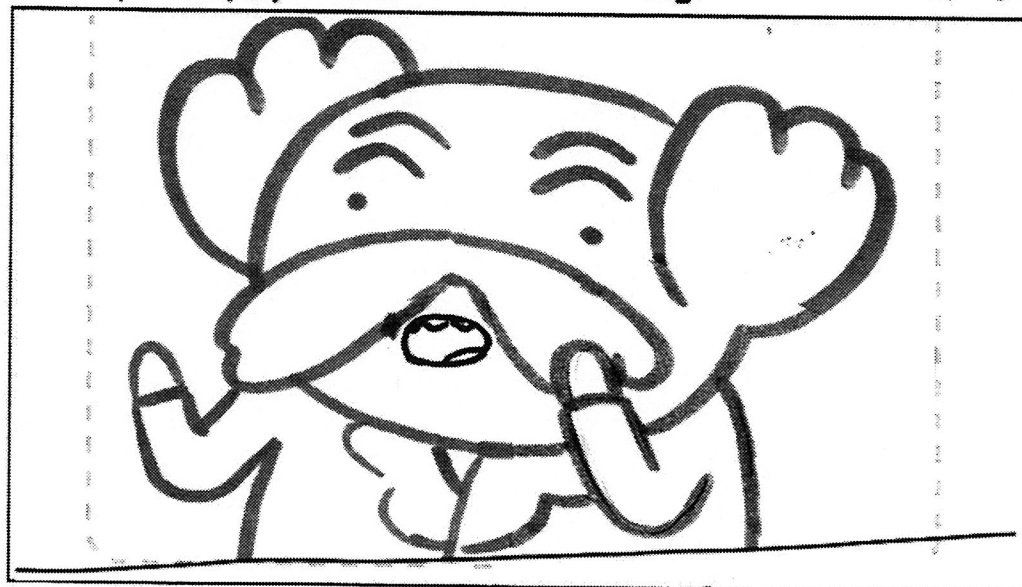


Page 136B
137 NEXT
day night

Sc. 98 cont Pnl. E

Bg.

day night



Sc. 98 cont Pnl. F

Bg.

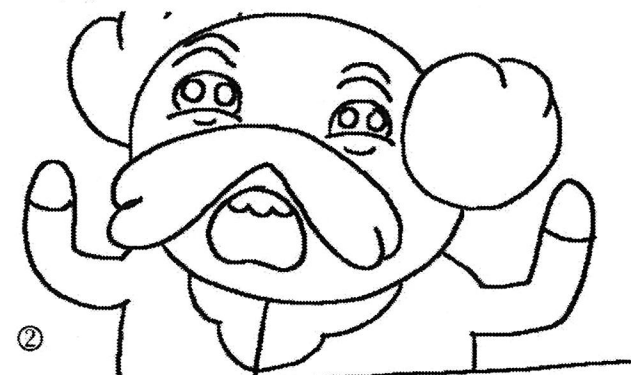


Dialog: E: If he leaves, his flesh will
reconfigure--

Action:

Timing:

E: and everything and everyone
will disappear



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Production :

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ADVENTURE TIME



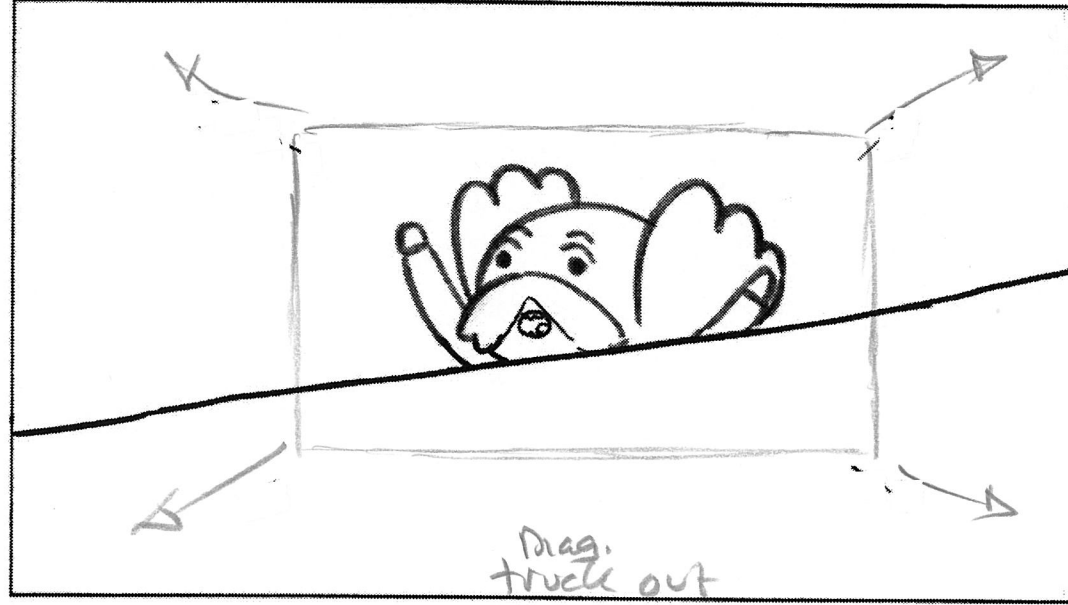
Page 137

Handwritten initials: HU

Sc. 98 cont Pnl. G

Bg.

day night

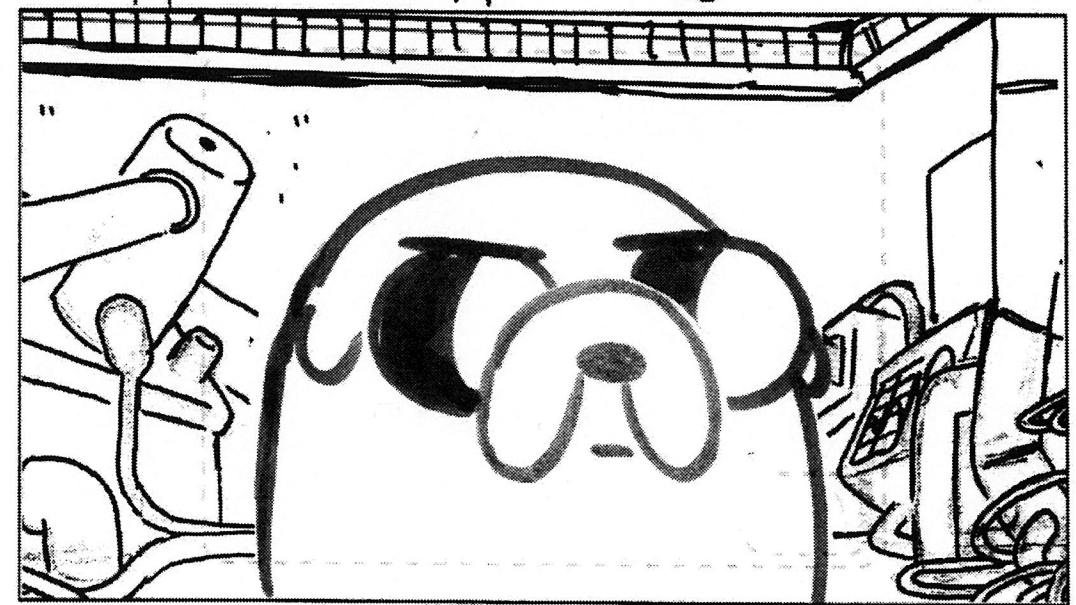


Sc. 99

Pnl. A

Bg.

day night



Dialog:	<u>E</u> i completely!
Action:	
Timing:	

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Ho
Cut

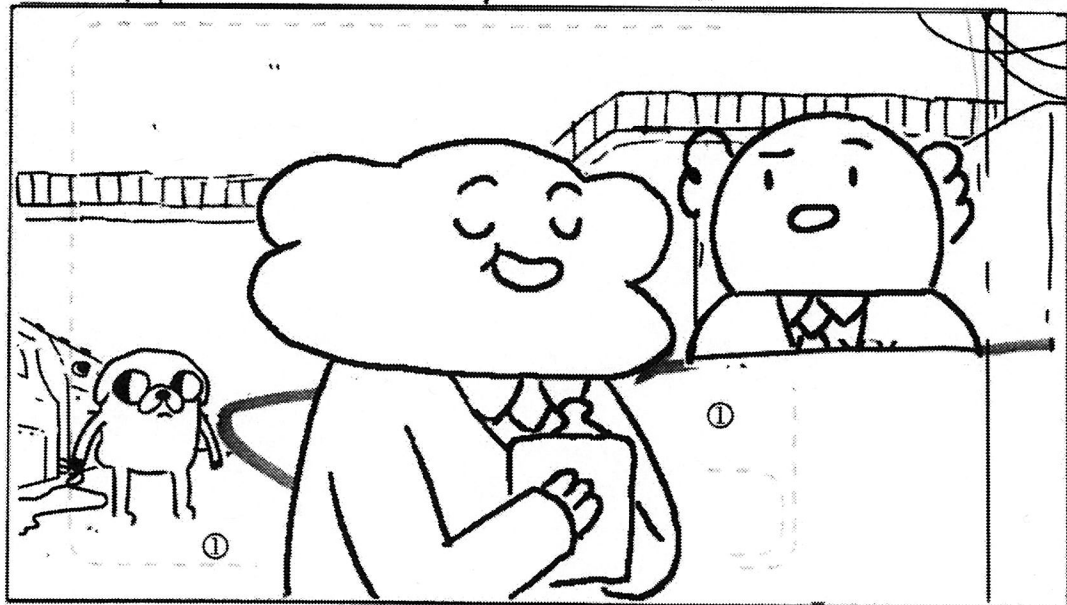
ADVENTURE TIME



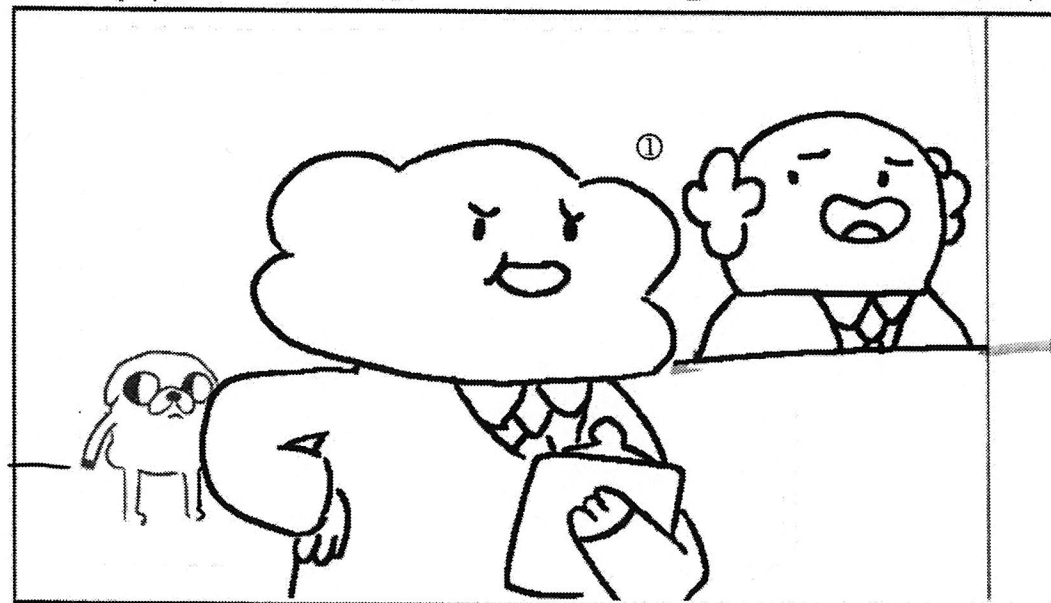
Page 138

Cut

Sc. 99 A Pnl. A Bg. day night



Sc. 99 A cont Pnl. B Bg. day night

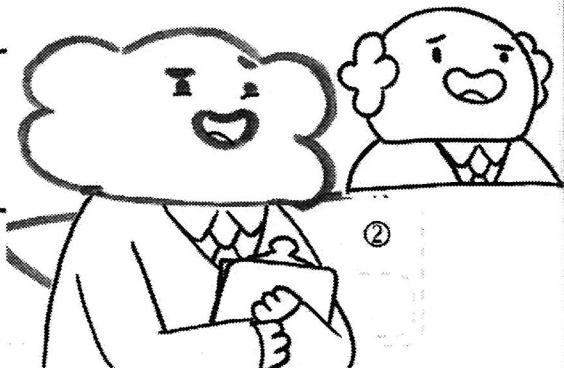


Dialog:

Tim: (SCOFFING) OH, DR. ERIK ADDAMKIMSON...
YOU'RE JUST A FRINGE SCIENTIST, WELL-KNOWN
TO HAVE A CRACKPOT OF CRAZY THEORIES.

Action:

Timing:



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Production :

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1025/184
Stop

Cut

ADVENTURE TIME



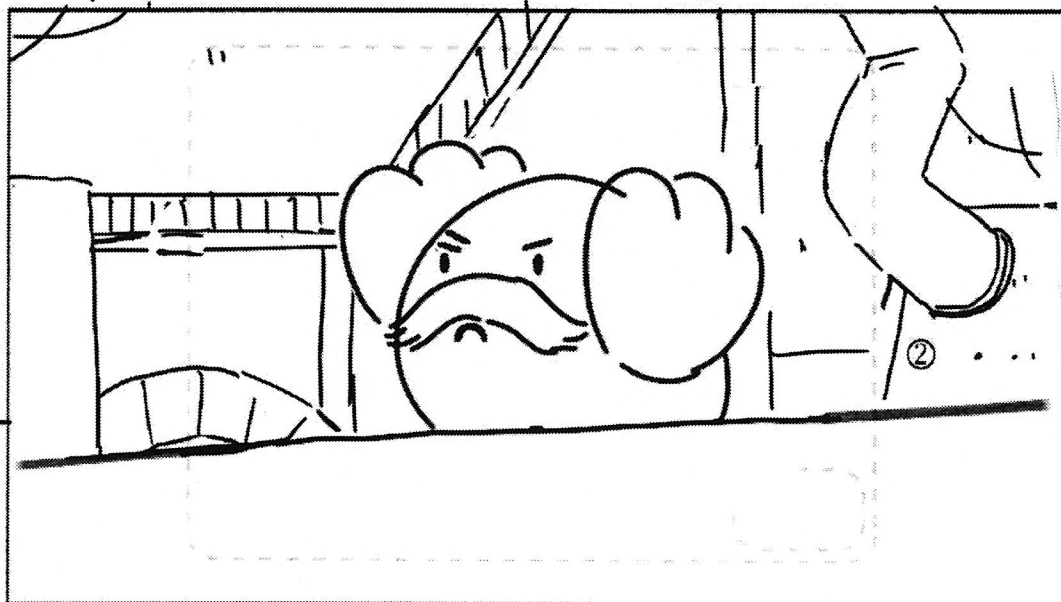
Page 139
139A NEXT
day night

Sc. 100

Pnl. A

Bg.

day night



Sc. 100 cont Pnl. B

Bg.



A start

EPISODE # 1025-184

1025/184

Dialog:

Erik: Hm!

E: Perhaps I am... ^{AND} Maybe
I Am wrong...

Action:

Timing:



Production :

1025/184

1025/18

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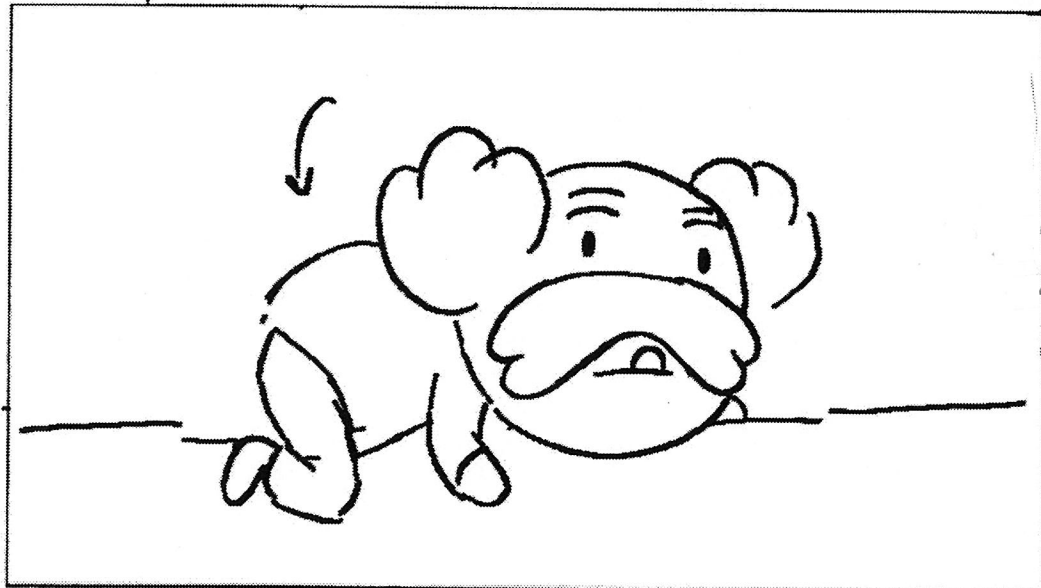
ADVENTURE TIME



Sc. 100 *cont* Pnl. C

Bg.

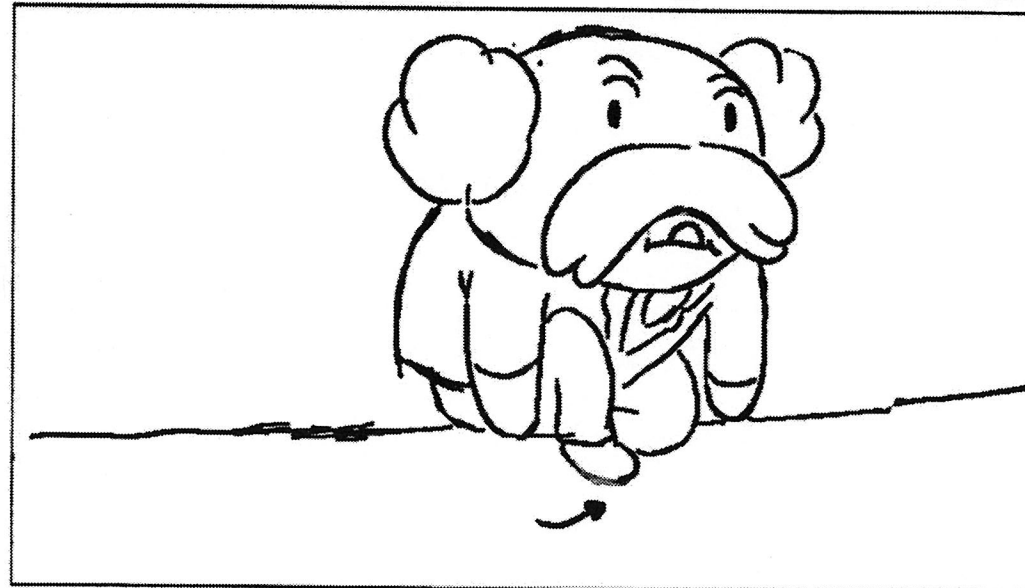
day night



Sc. 100 *cont* Pnl. D

Bg.

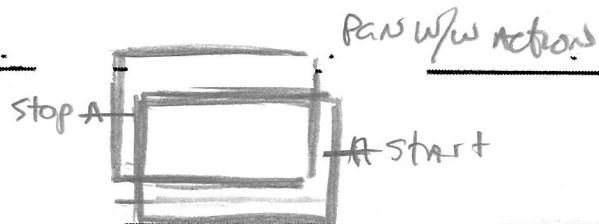
Page 139A
139D NEXT
day night



Dialog:

Cont pan w/ action

Action:



Timing:

MAY 09 2014

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1025/184

Production :

1025/184

ADVENTURE TIME



Page 139B
139C NEXT
day night

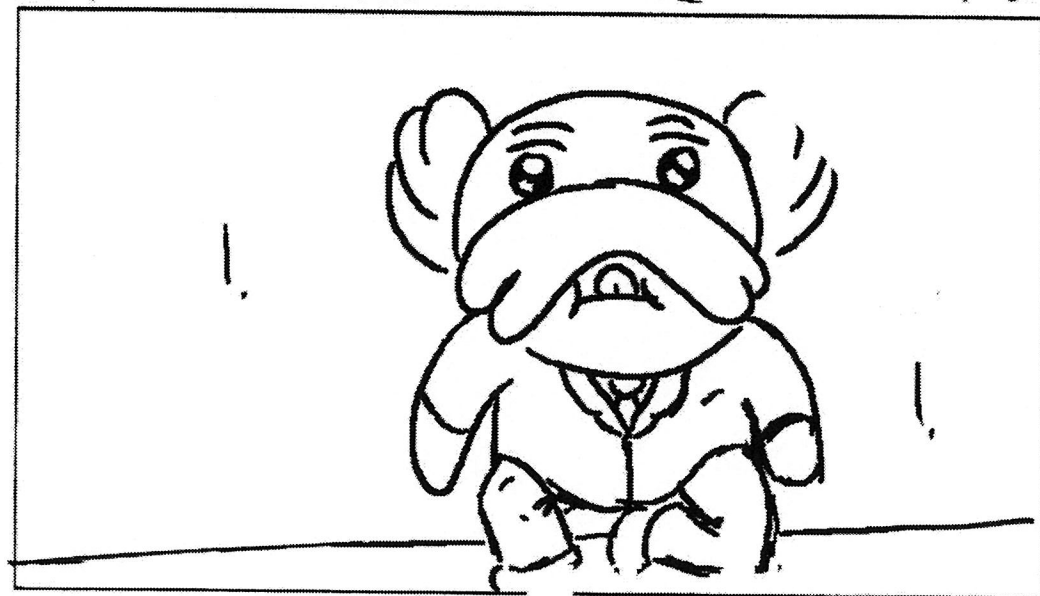
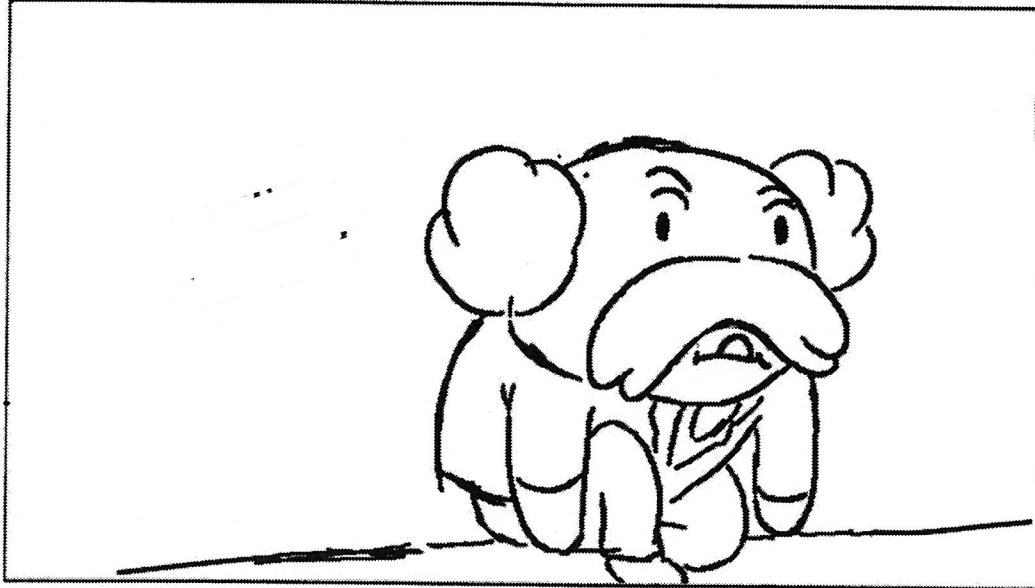
Sc. 100 CONT Pnl. E

Bg.

day night

Sc. 100 CONT Pnl. F

Bg.



Dialog:

Cont pans w/ action

Action:

Timing:

MAY 09 2014

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EPISODE #

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Production :

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1025/184

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ADVENTURE TIME



NO SC
101

Page 139C
140 NEXT
Hu
Cut

Sc. 100 cont Pnl. G

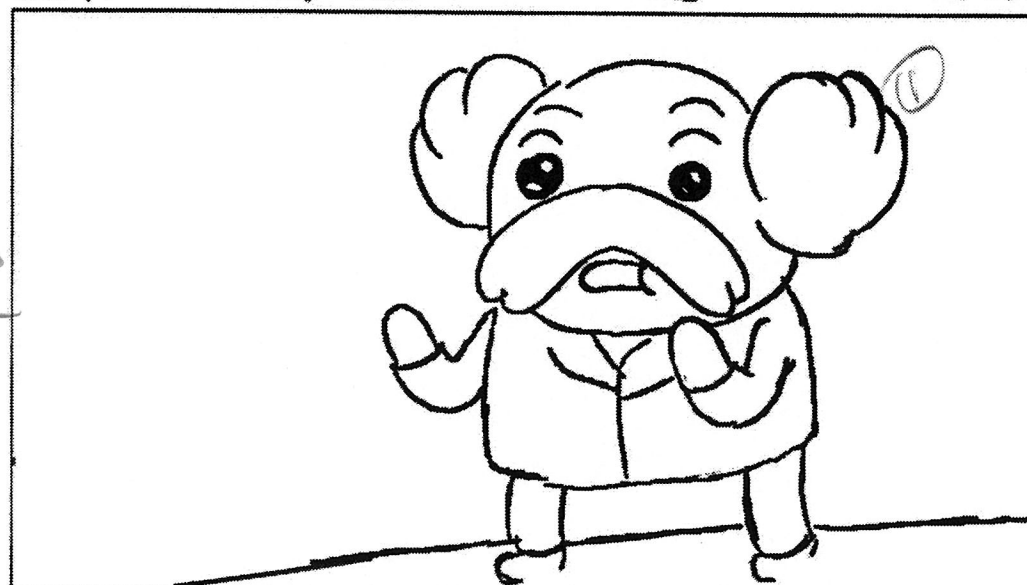
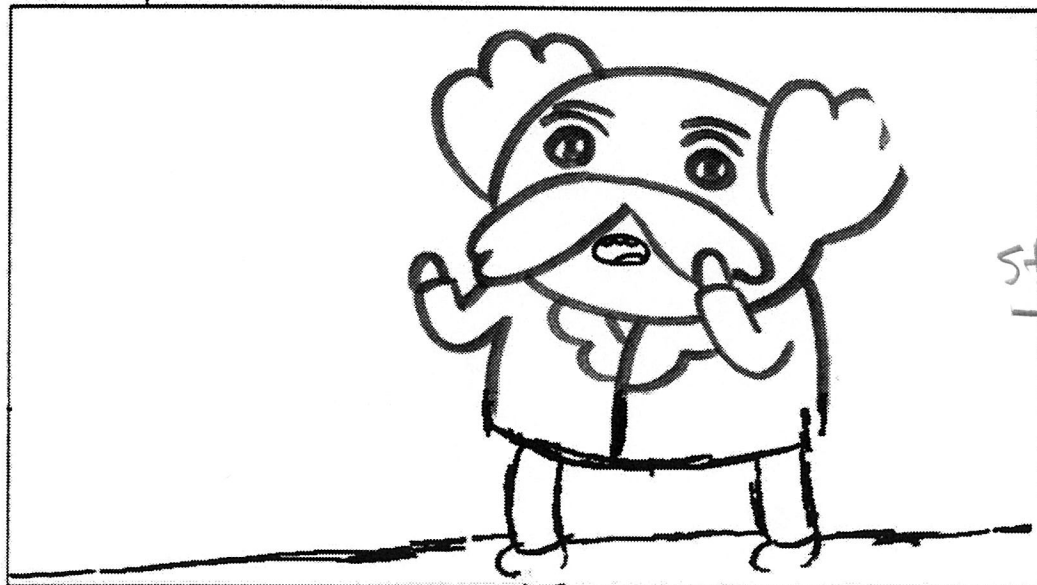
Bg.

day night

Sc. 100 cont Pnl. H

Bg.

day night

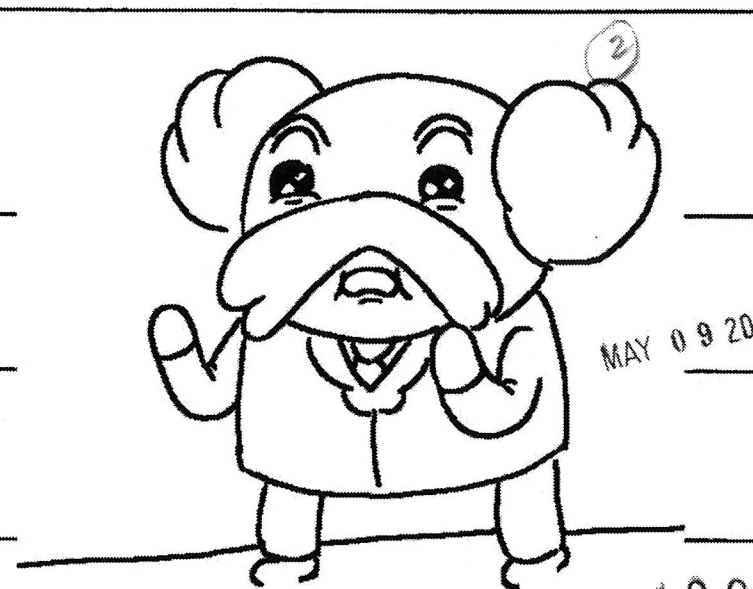


Dialog:

(GRAVE)
E: But are you really willing to
take that chance?

Action:

Timing:



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Production :

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Ho Cut

ADVENTURE TIME

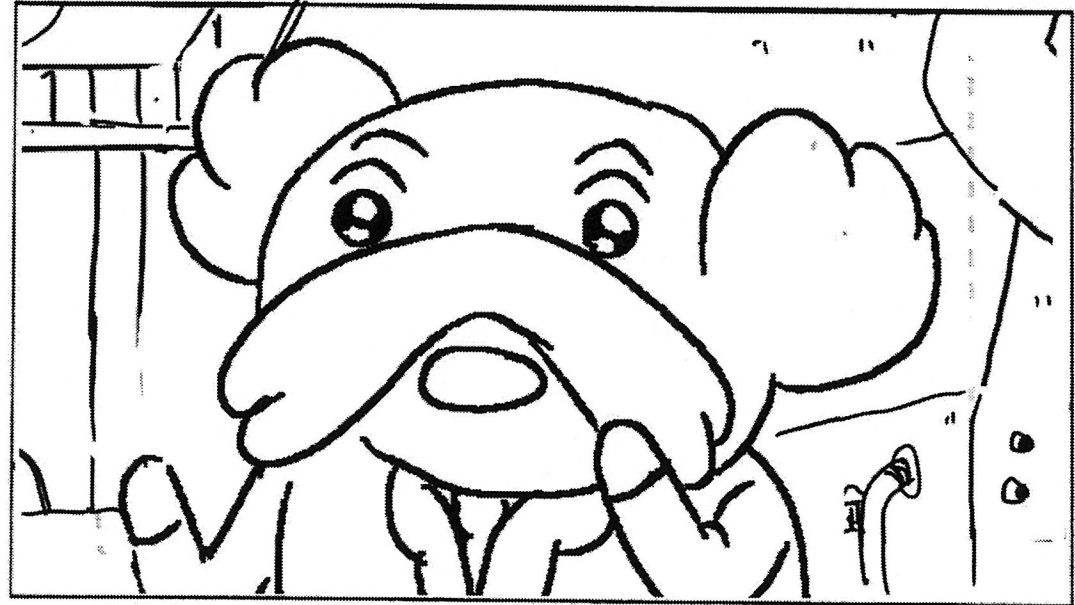


Sc. 102

Pnl. A

Bg.

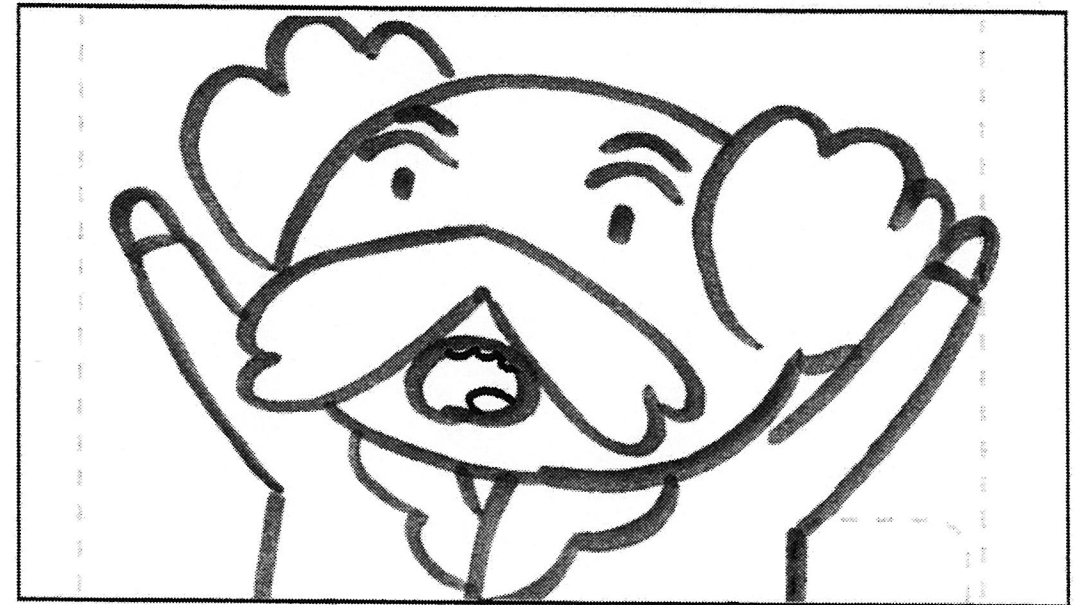
day night



Sc. 102 CONT Pnl. B

Bg.

day night



Dialog:	<p>E: We should imprison Jake</p>
Action:	
Timing:	

MAY 09 2014

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1025/184

Production :

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ADVENTURE TIME



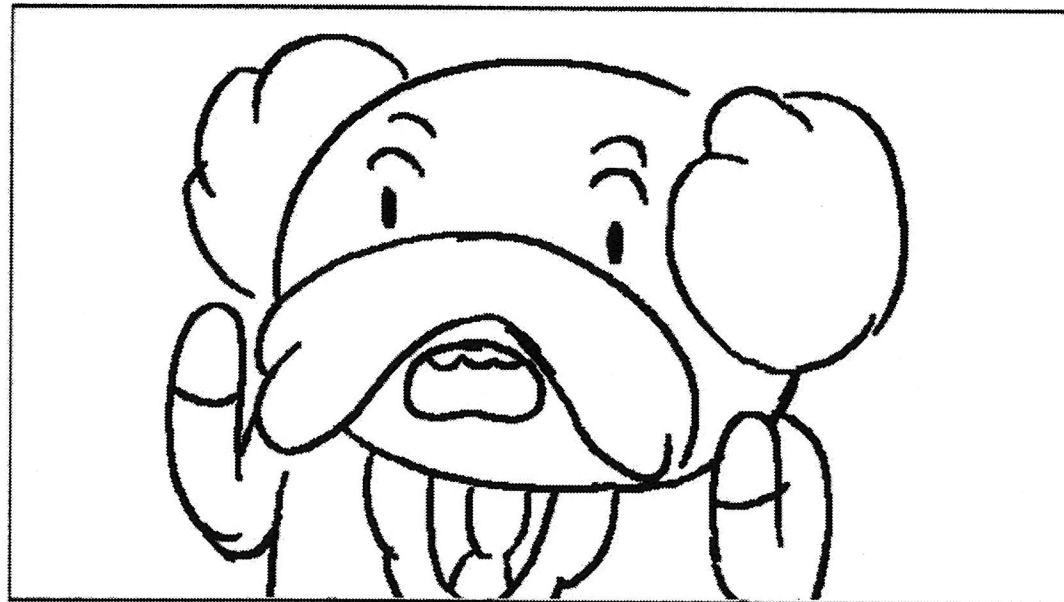
Cut

Page 141

Sc. 102 CONT Pnl. C

Bg.

day night

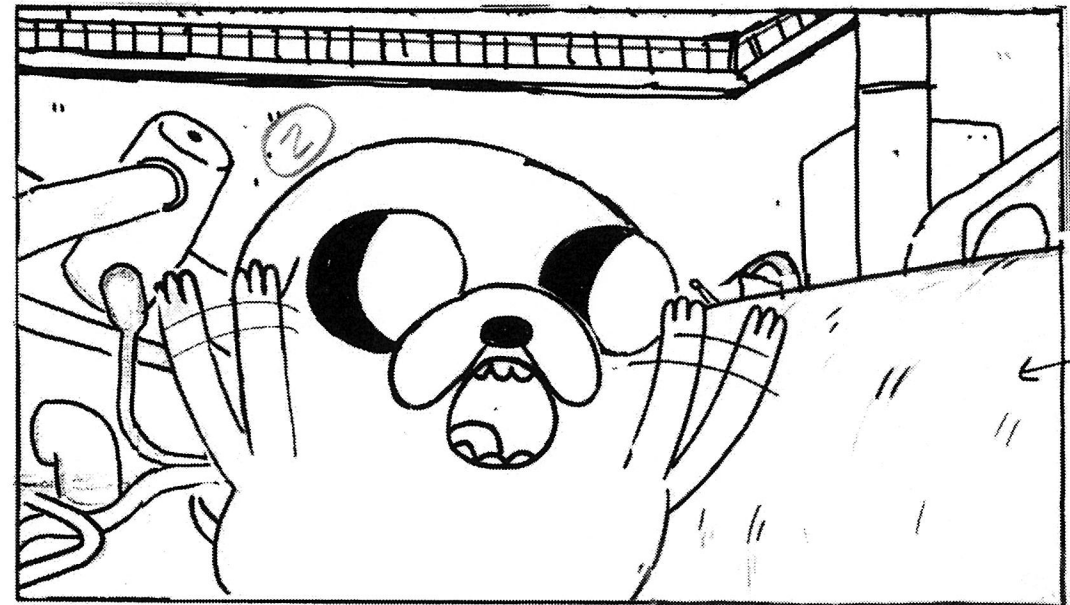


Sc. 103

Pnl. A

Bg.

day night



1025-184

COLUMN

EPISODE #

1025/184

Dialog:

E: IMMEDIATELY!

J: What - No way!

MAY 08 2014

Action:

- J. WAVES ARMS

Timing:



Production :

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1025/184

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ADVENTURE TIME



Page 142

Sc. 103 cont Pnl. B

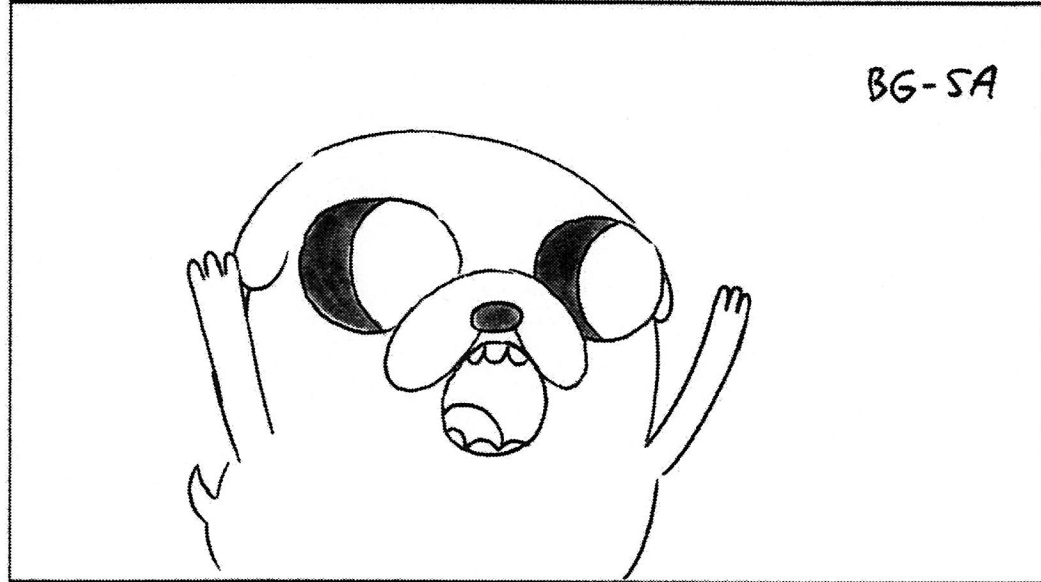
Bg.

day night

Sc. 103 cont Pnl. C

Bg.

day night



Dialog:

J: The world's not gonna end
just because I go get
a bagel.

Action:

(B) pose

MAY 09 2014

Timing:

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Production :

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1025/184

ADVENTURE TIME



HU
cut

Page 143

Sc. 103 cont Pnl. D

Bg.

day night

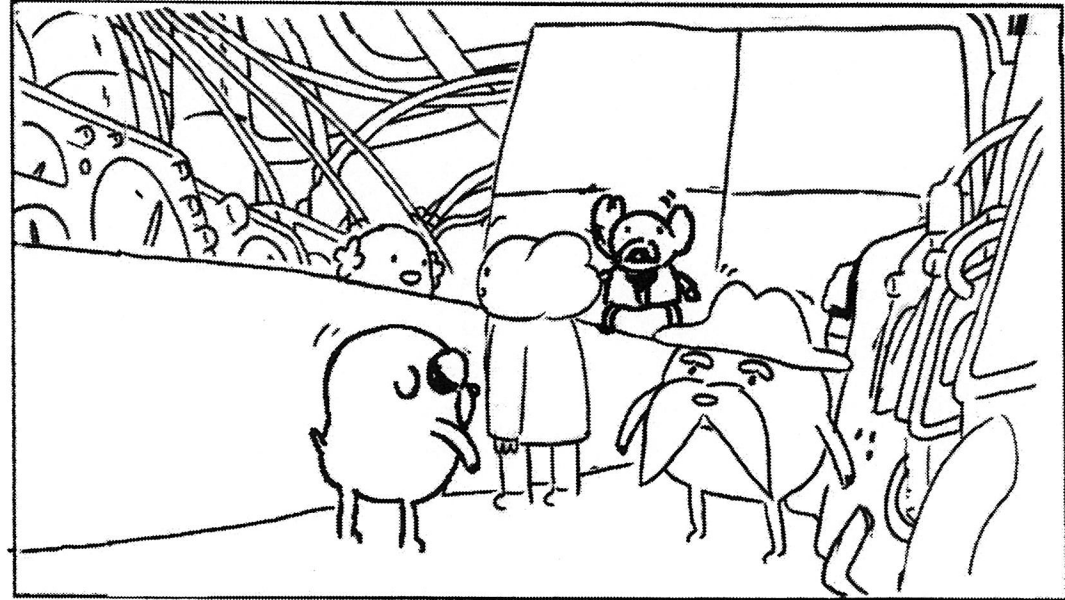


Sc. 104

Pnl. A

Bg.

day night



Dialog:

SFX: * RUMBLING *

Action:

Rumbling.

②

Timing:



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Production :

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101,0701

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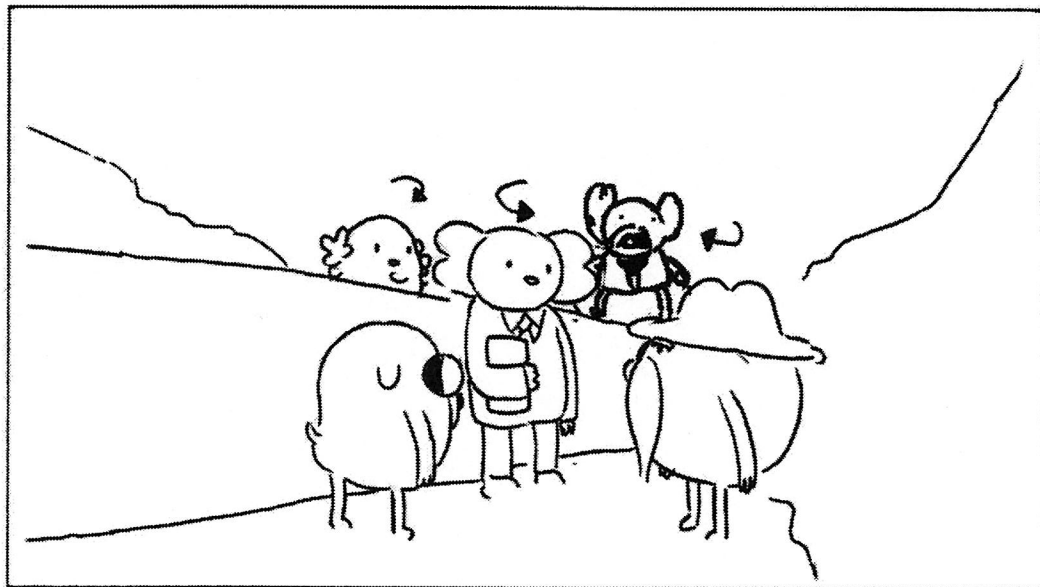


Page 144

Sc. 104 CONT Pnl. B

Bg.

day night



Sc. 104 CONT Pnl. C

Bg.

day night



144
Cut

1025-184

EPISODE #

1025/184

Production :

Dialog:

Mayor: Seize him!!

J: UHH...

Action:

Jake and people look at each other. (BEAT)

Jake starts to grow.

Timing:

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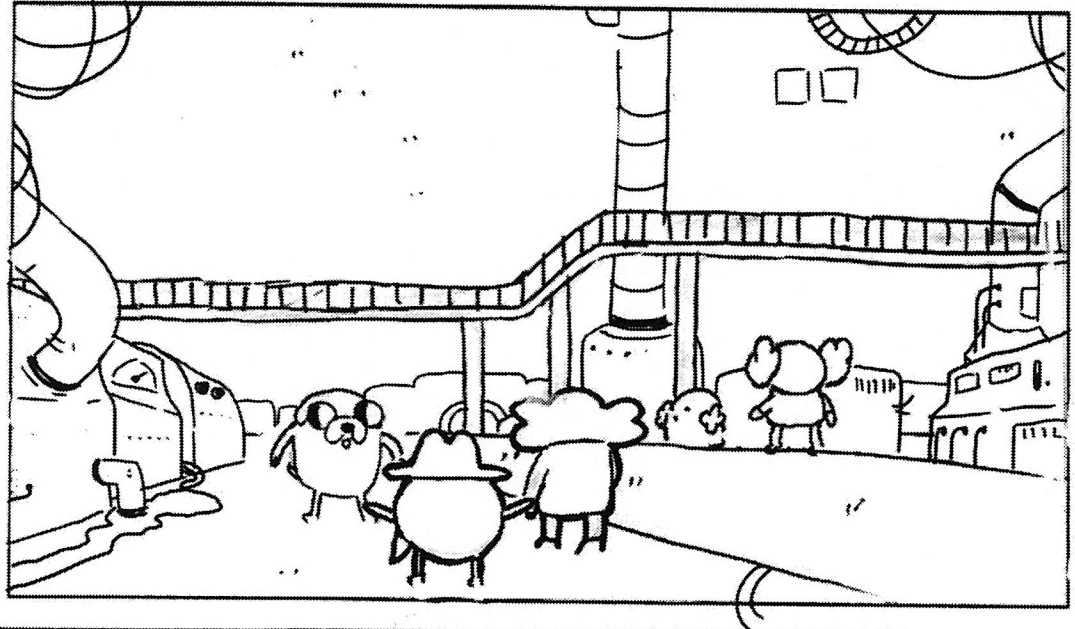
He
G.A.

ADVENTURE TIME

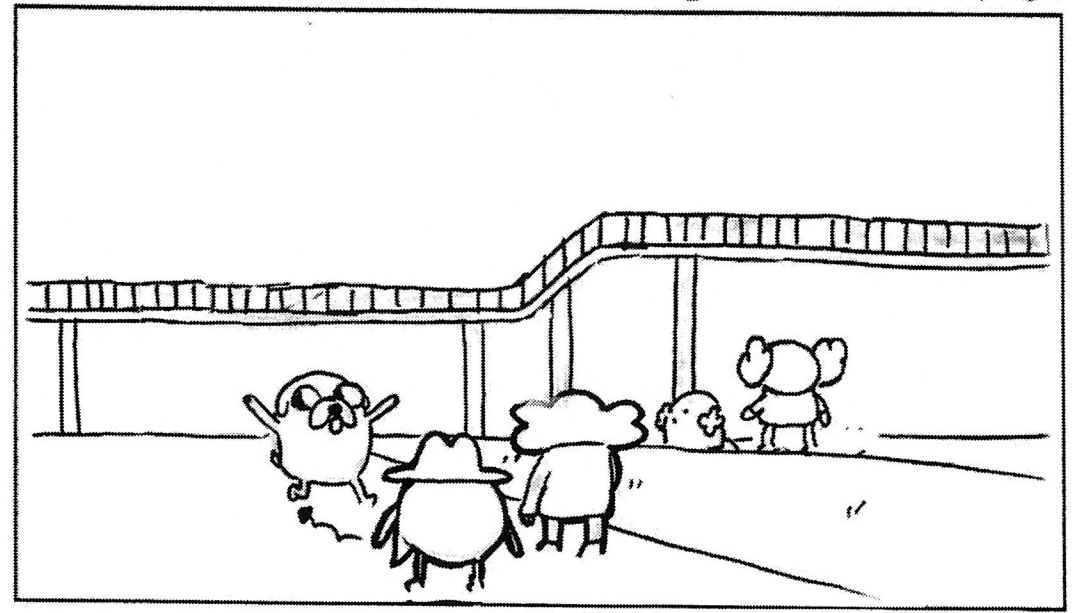


Page 145

Sc. 105 Pnl. A Bg. day night



Sc. 105 CONT Pnl. B Bg. day night



Dialog:	<u>J:</u> Place.	
Action:	-J. BACKS AWAY	Jake grows.
Timing:		

MAY 09 2014

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Production :

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ADVENTURE TIME



Page 146
146A NEXT
day night

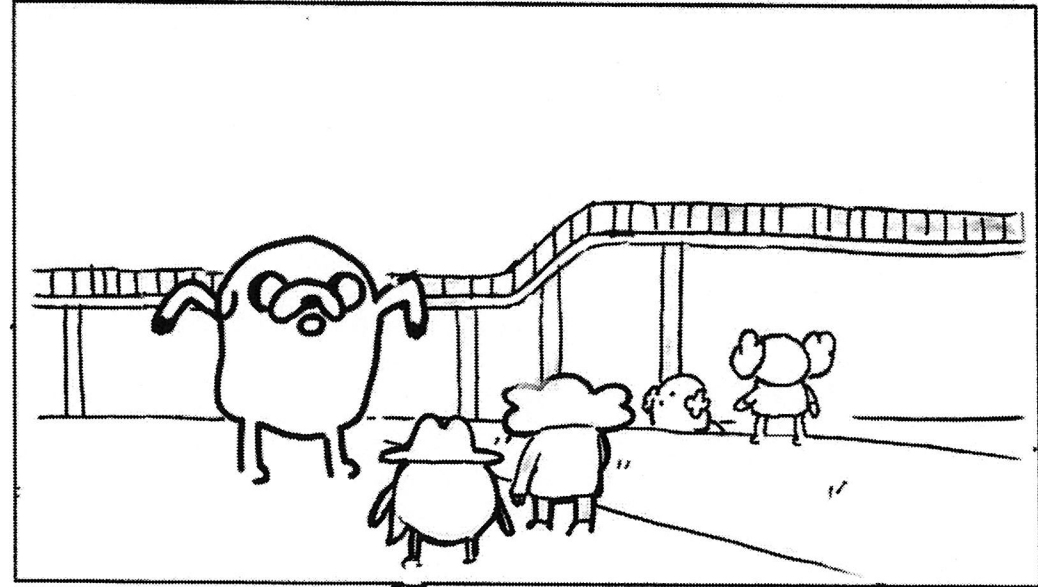
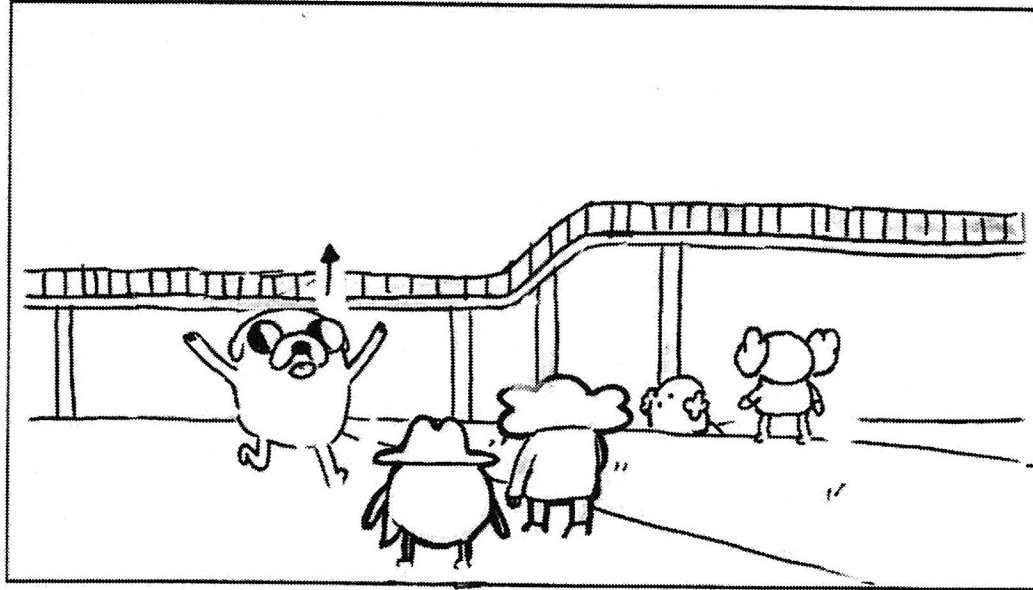
Sc. 105 cont Pnl. C

Bg.

day night

Sc. 105 cont Pnl. D

Bg.



Dialog:

↓: AH!

Action:

A bunch of security guards jump on Jake.

Timing:

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Production :

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ADVENTURE TIME



Sc. 105 cont Pnl. E

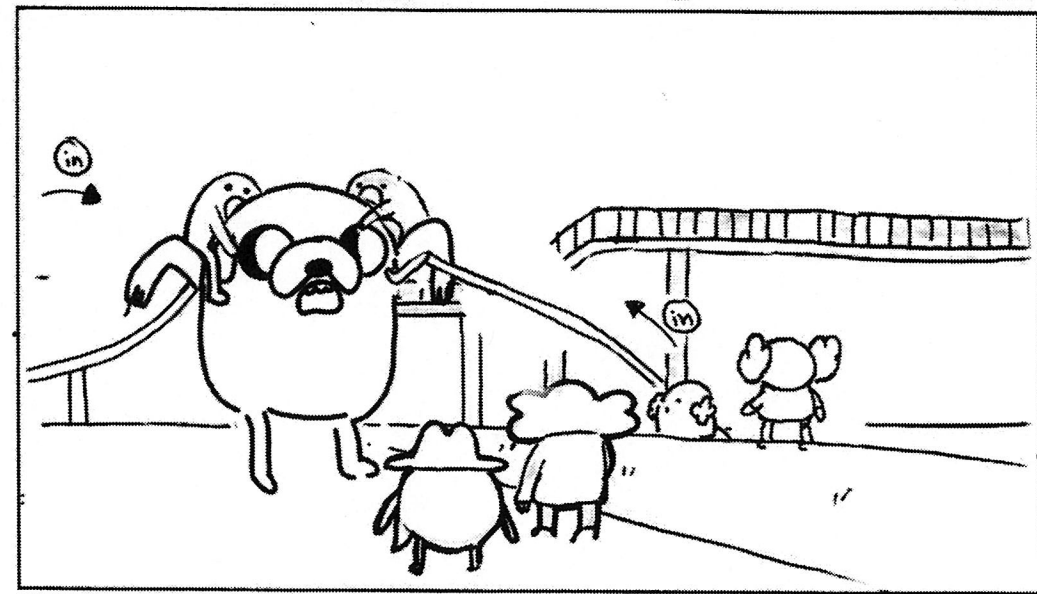
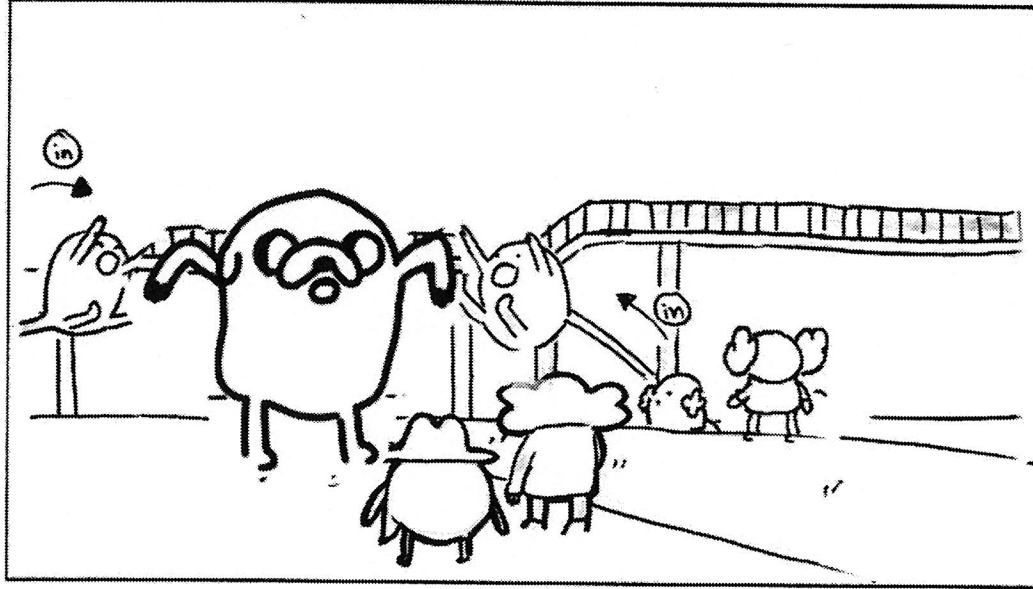
Bg.

day night

Sc. 105 cont Pnl. F

Bg.

Page 146 A
1460 NEXT
day night



Dialog:

GUARD #1 : AAH!
GUARD #2 :

J : AH!

Action:

A bunch of security guards jump on Jake.

Timing:

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1025/184

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ADVENTURE TIME



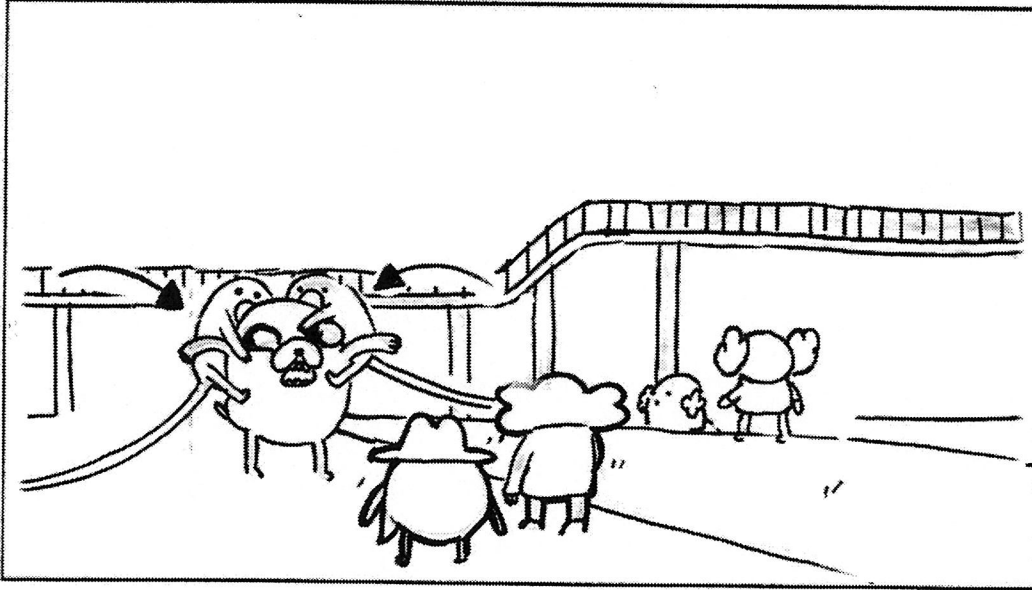
Hu
Cut

Page 146 B
147 NEXT
day night

Sc. 105 CONT Pnl. G

Bg.

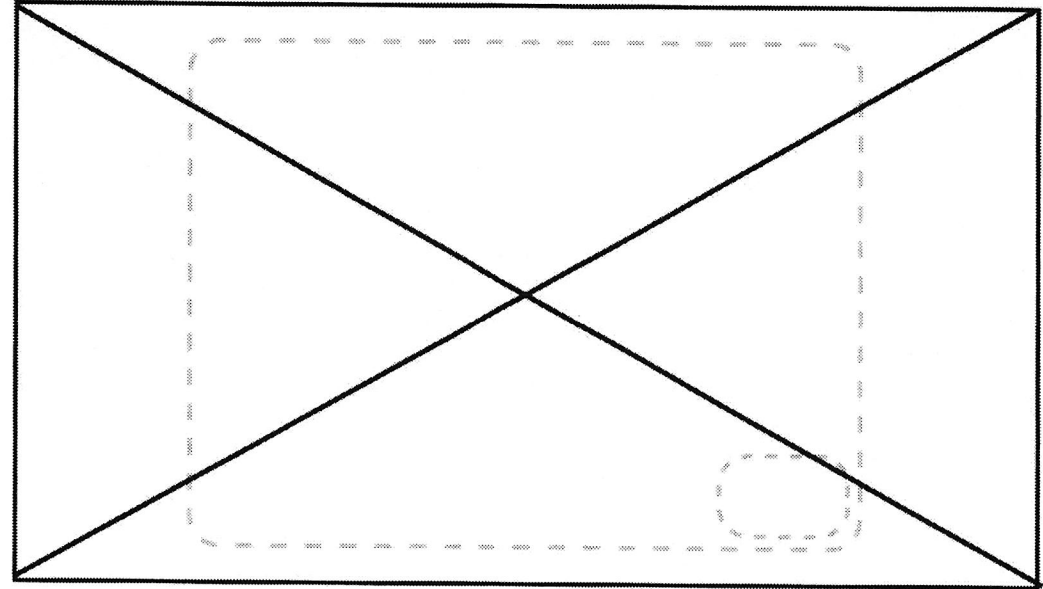
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

A bunch of security guards jump on Jake.

Timing:

MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

1025/184

HW
CUT

ADVENTURE TIME



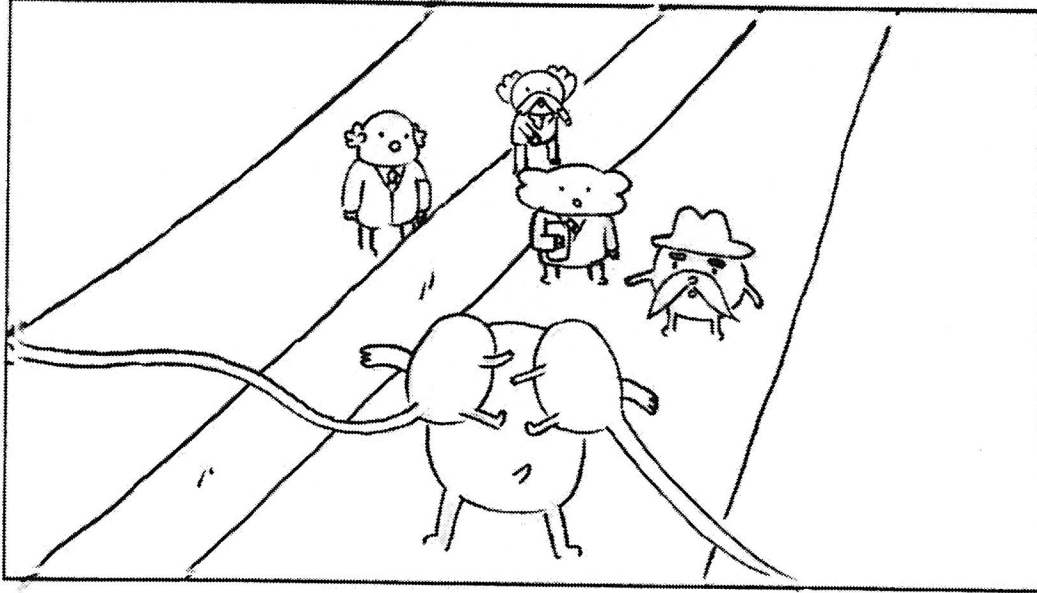
Page 147

Sc. 106

Pnl. A

Bg.

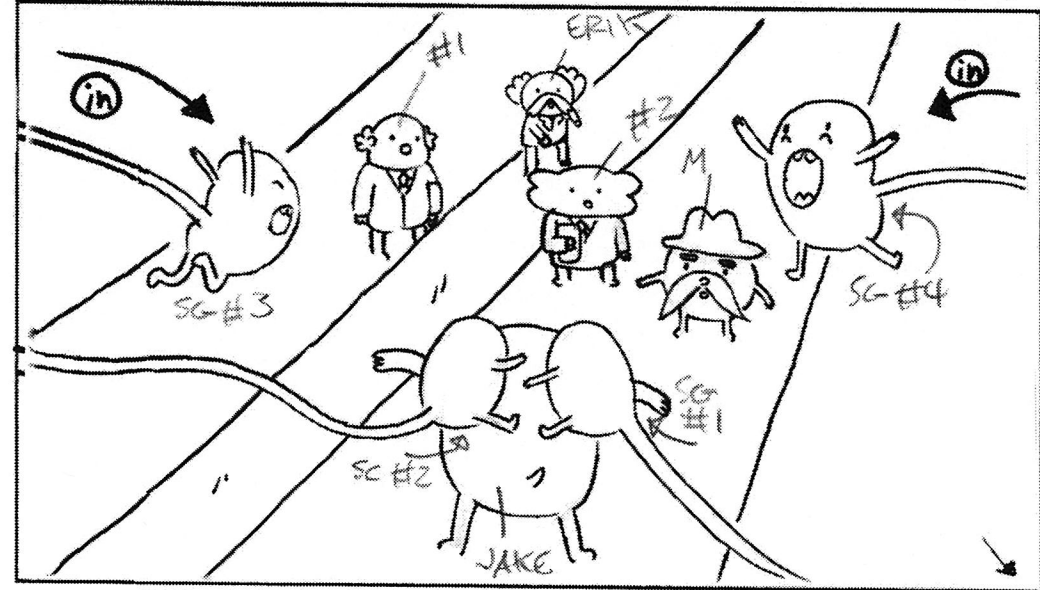
day night



Sc. 106 cont Pnl. B

Bg.

day night



1025-184

EPISODE #

1025/184

Production :

Dialog:

Walla: [grunting and screaming]

Action:

- security guards jump on Jake.

Timing:

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ADVENTURE TIME

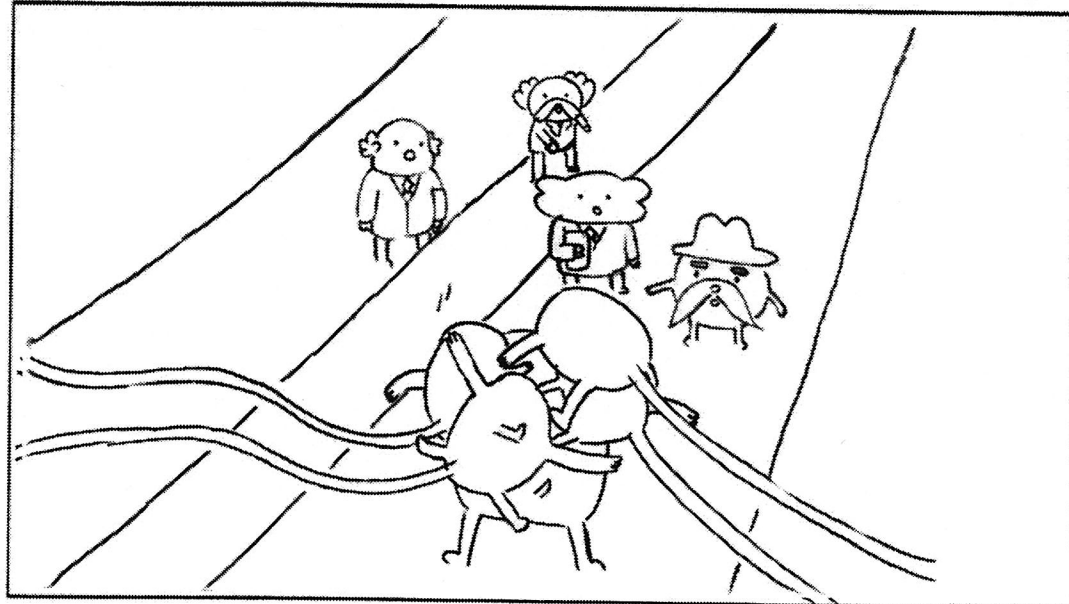


Page 148

Sc. 106 CONT Pnl. C

Bg.

day night

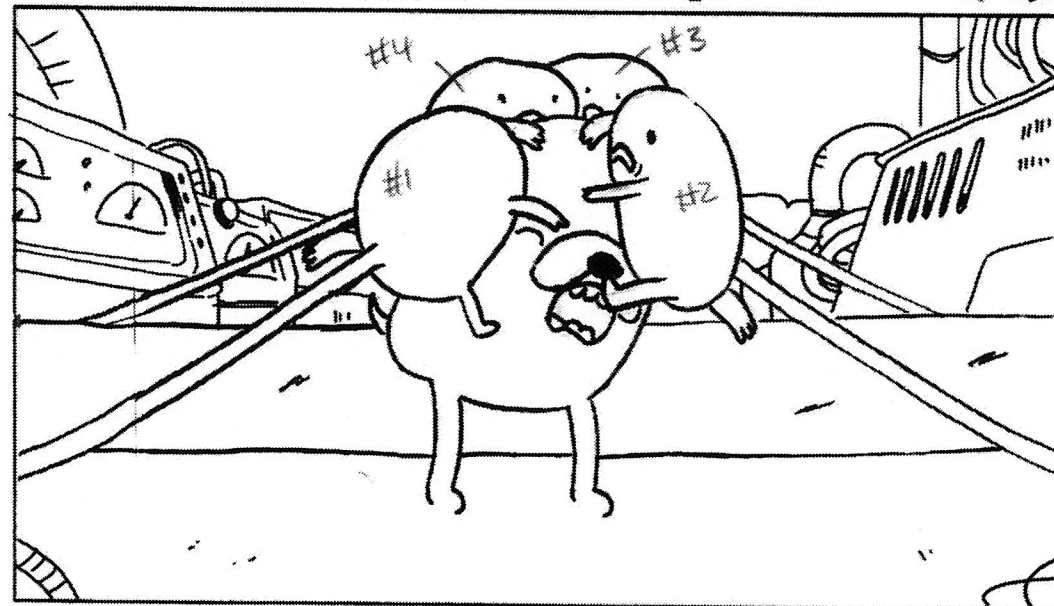


Sc. 107

Pnl. A

Bg.

day night



Dialog:

J: Eh!!

GUARDS : [STRUGGLING]

Action:

Timing:

MAY 09 2014

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Production :

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ADVENTURE TIME

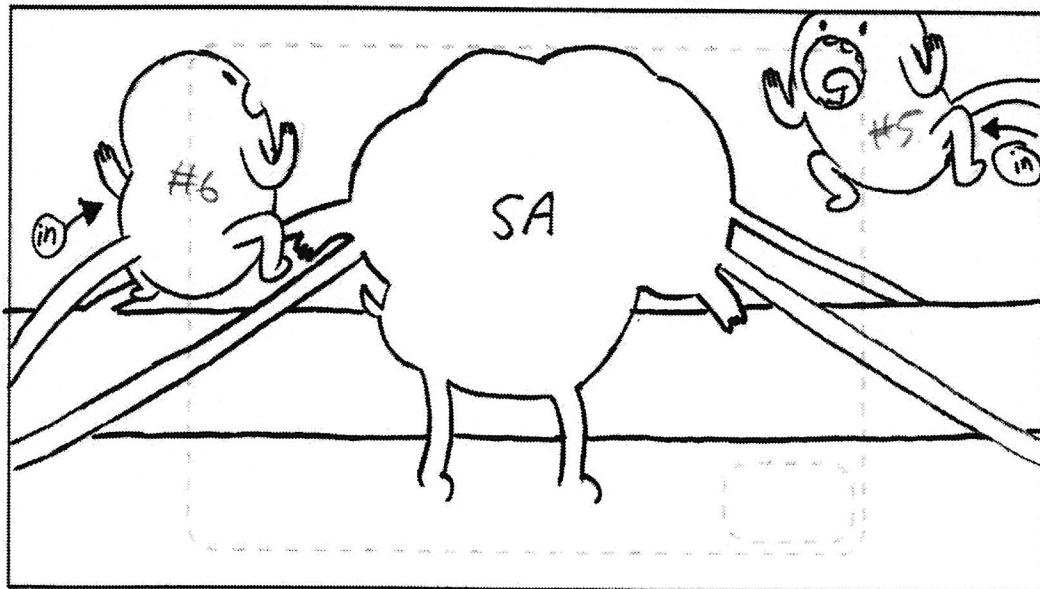


Page 149

Sc. 107 cont Pnl. B

Bg.

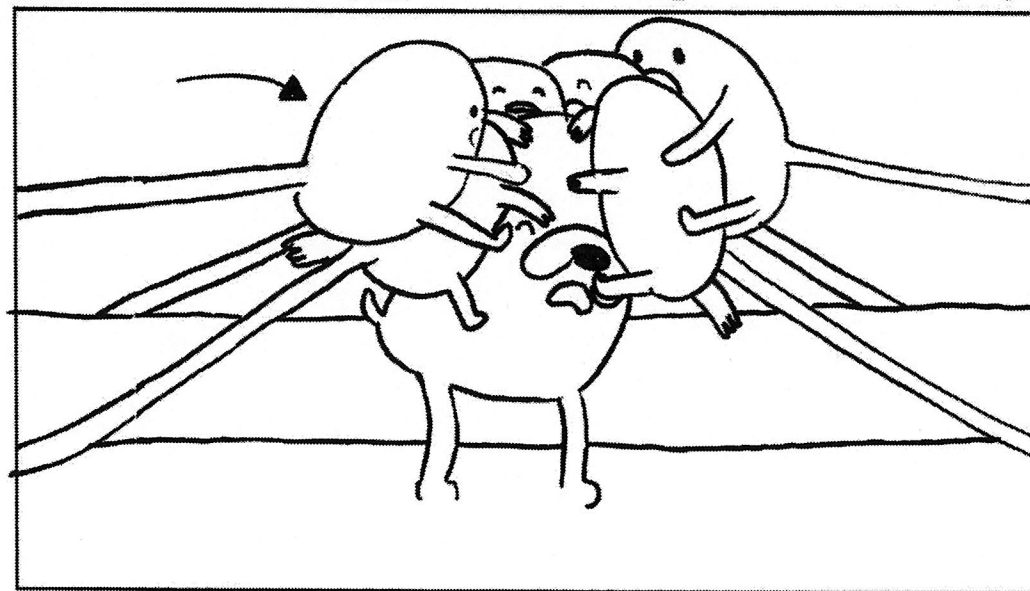
day night



Sc. 107 cont Pnl. C

Bg.

day night



Dialog:

J: [STRUGGLING]

Action:

Security guards jump onto Jake

Timing:

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Production :

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ADVENTURE TIME



Page 150

Hu
Cat

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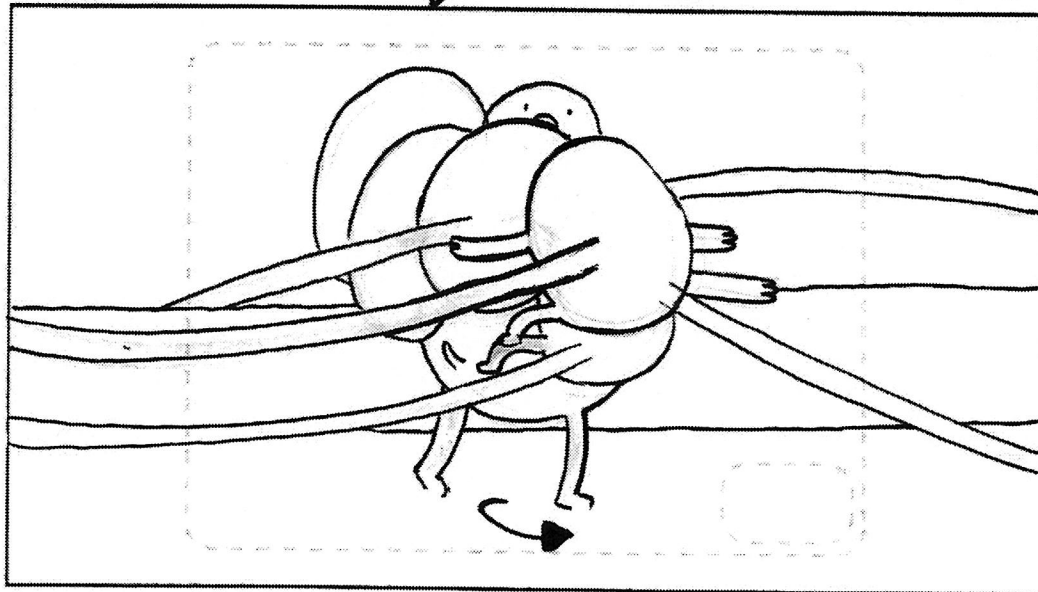
Production :

1025/184

Sc. 107 CONT Pnl. D

Bg.

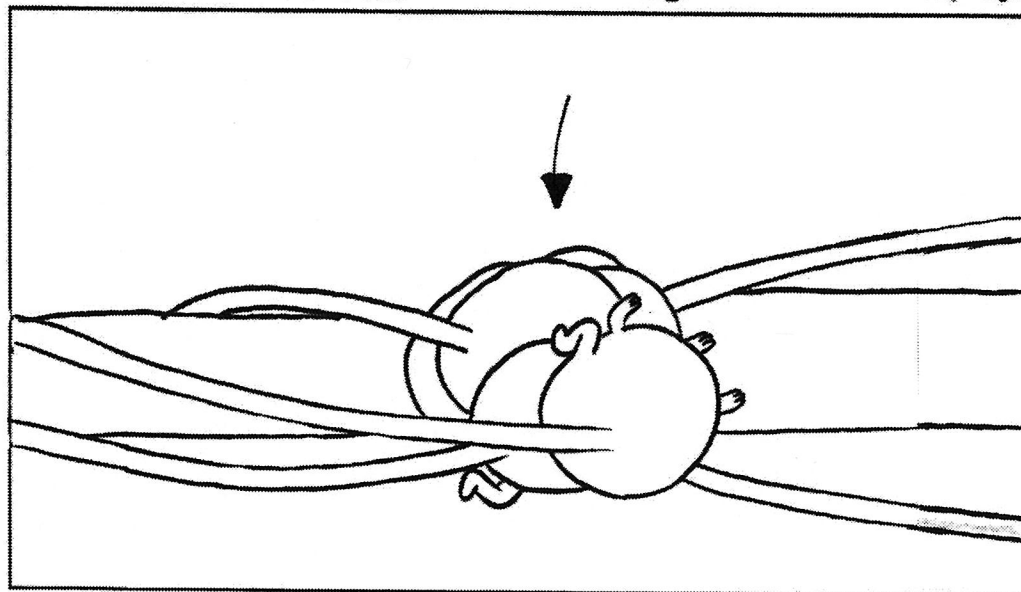
day night



Sc. 107 CONT Pnl. E

Bg.

day night



Dialog:

J: [STRUGGLING]

Action:

Guards wrestle Jake back to a small size.

MAY 09 2014

Timing:

HW
cut

ADVENTURE TIME



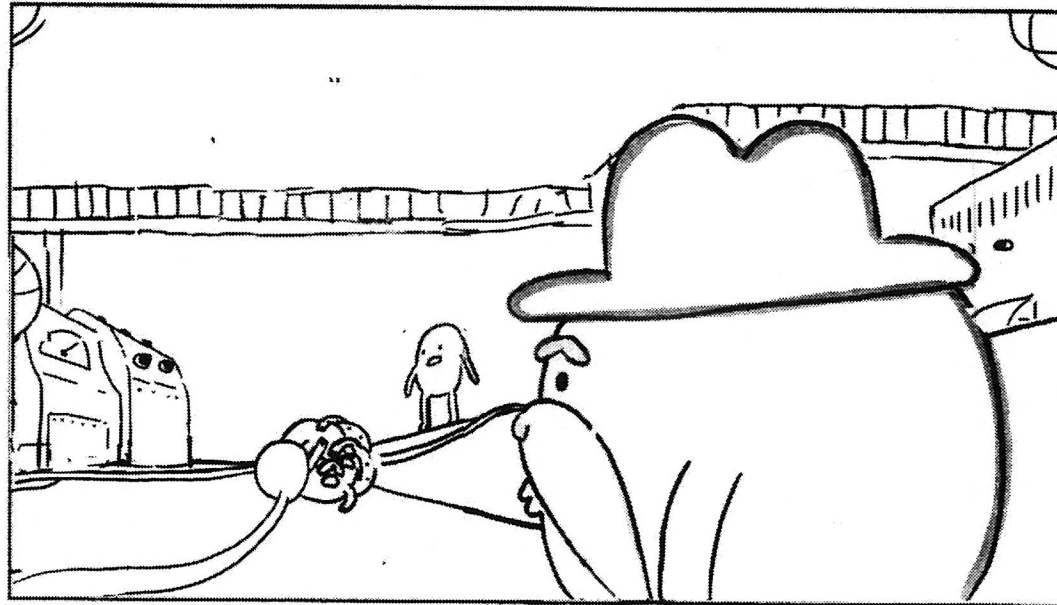
Page 151

Sc. 108

Pnl. A

Bg.

day night

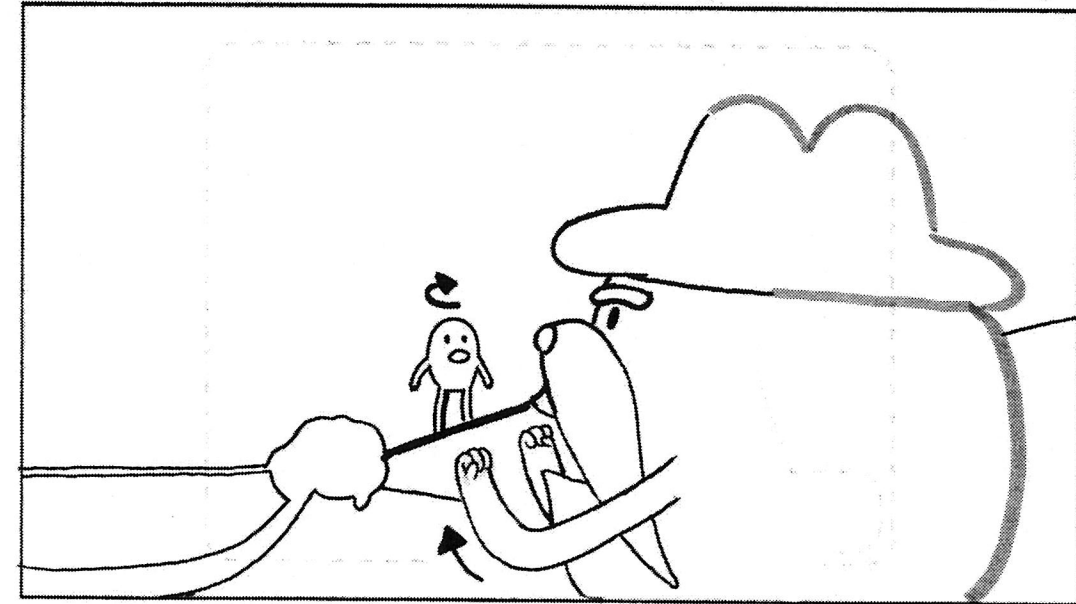


Sc. 108 CONT

Pnl. B

Bg.

day night



Dialog:

J: whyyyyyyyy?...

M: finish him!!!

Action:

J IS PINNED DOWN



s.p.

Timing:

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Production :

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ADVENTURE TIME



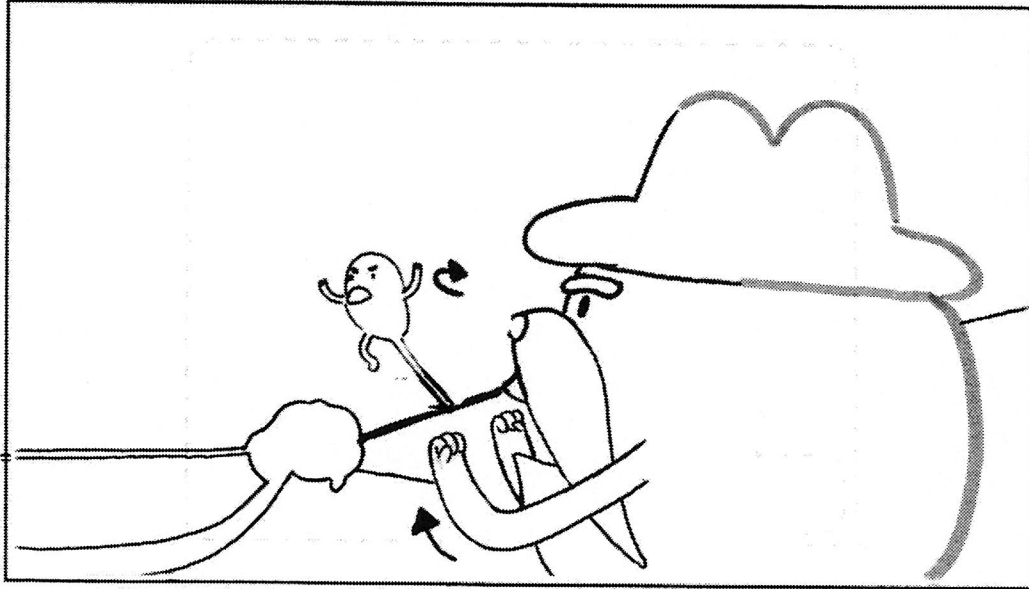
Page 152
152A-NEXT
day night

170
Cut

Sc. 108 CONT Pnl. C

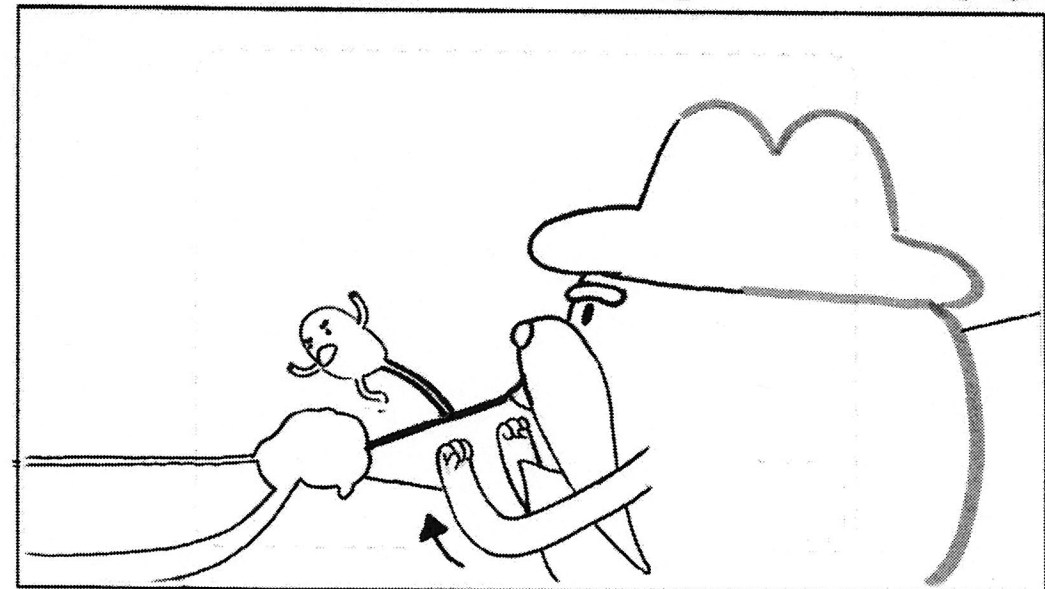
Bg.

day night



Sc. 108 CONT Pnl. D

Bg.



1025-184

EPISODE #

1025/184

Production :

Dialog:

M: Finish him!!!

JAKE GUARD #1 : AAH!

Action:

Security guard jumps onto pile.

Timing:

MAY 09 2014

1025/184

1025/184

Hu
Curt

ADVENTURE TIME



Page 152A
153. NEXT
day night

Sc. 109

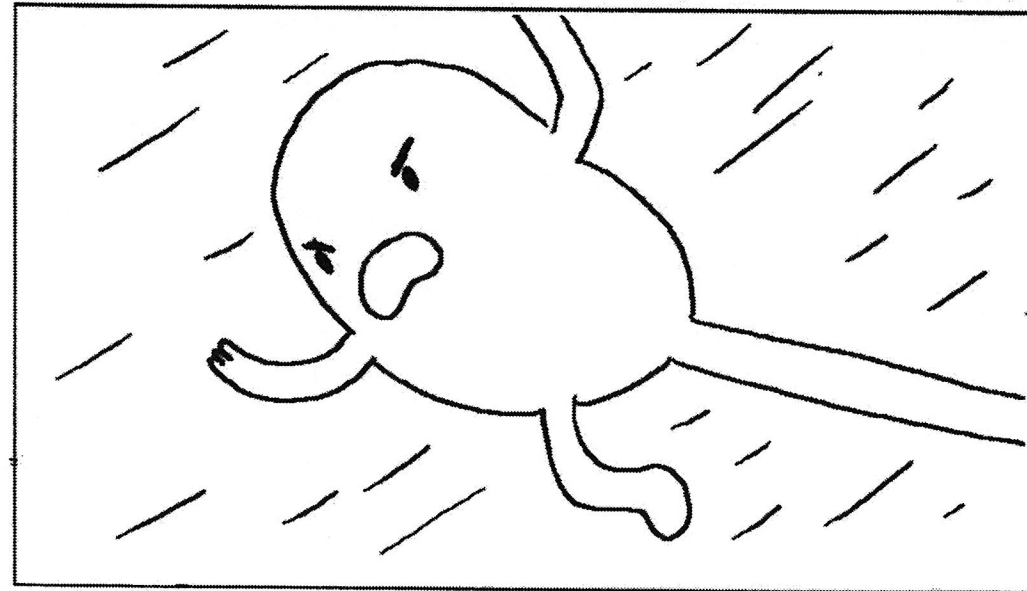
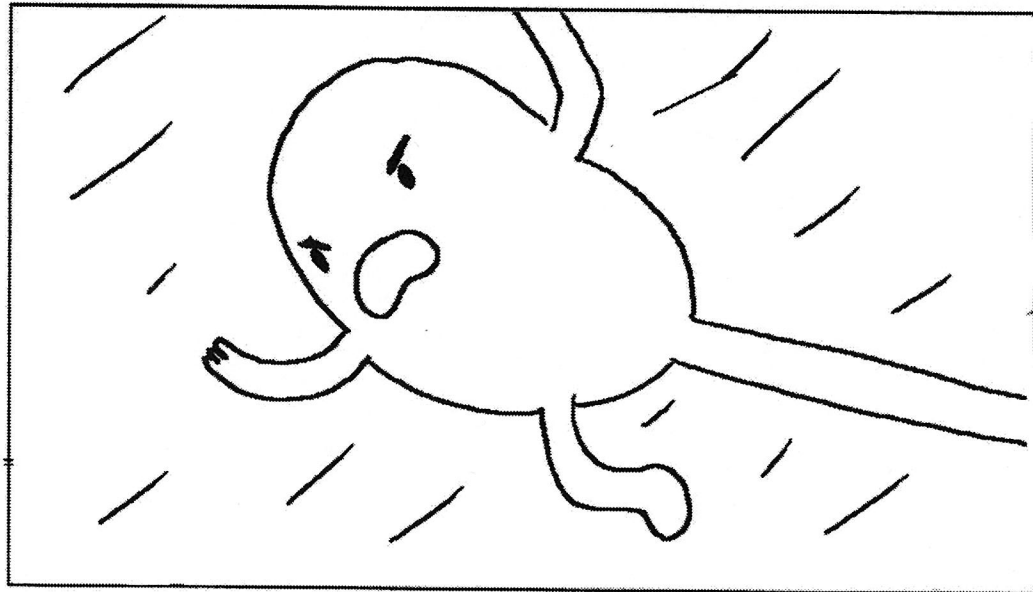
Pnl. A

Bg.

day night

Sc. 109 cont Pnl. B

Bg.



Dialog:

JAKE GUARD #1 : AAH!

Action:

Security guard jumps onto pile.

MAY 09 2014

Timing:

1025-184

EPISODE #

1025/184

Production :

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1025/184

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ADVENTURE TIME

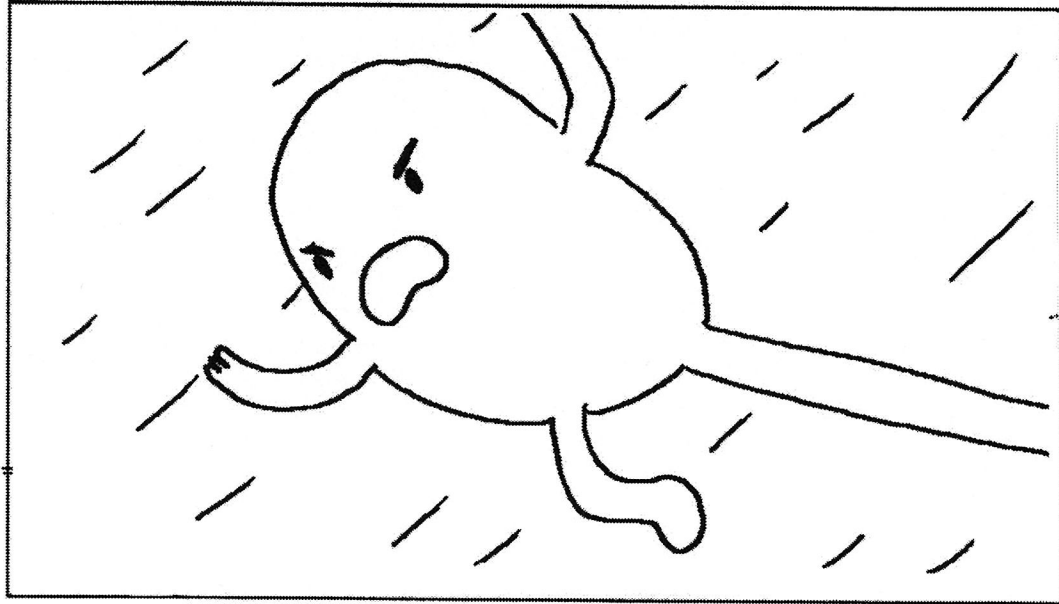


Page 153

Sc. 109 CONT Pnl. C

Bg.

day night

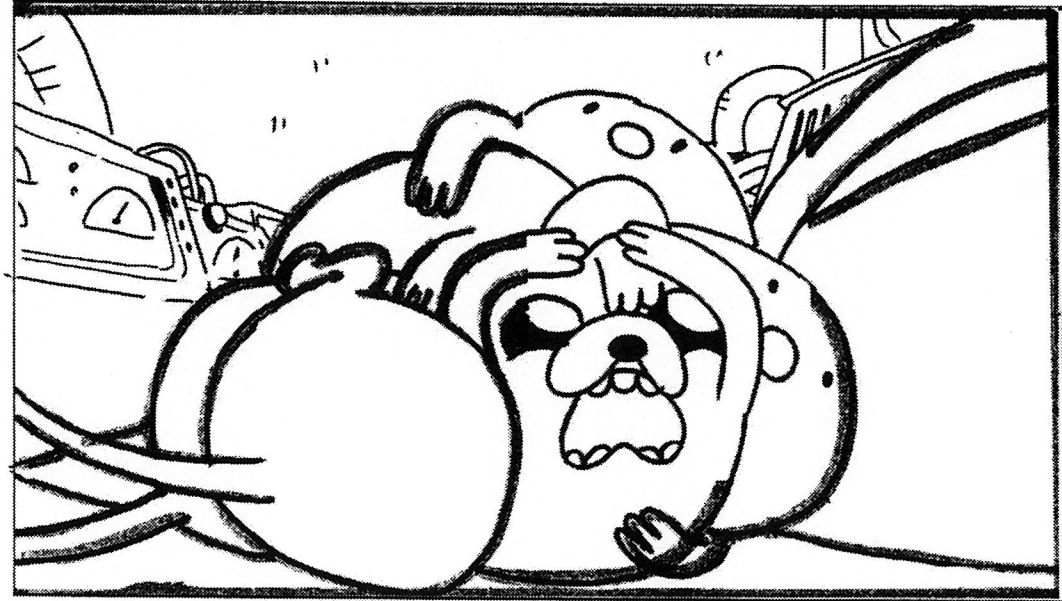


Sc. 110

Pnl. A

Bg.

day night



Dialog:

JAKE GUARD #1 : AAH!

Action:

Security guard jumps onto pile.

MAY 09 2014

Timing:

1025-184

EPISODE #

1025/184

Production :

1025/184

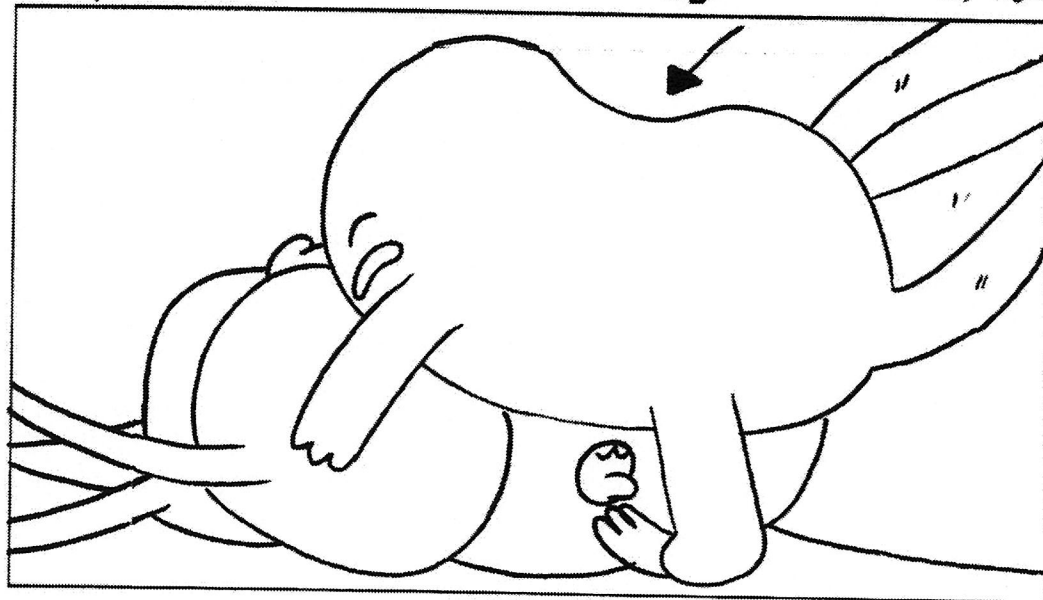
ADVENTURE TIME



Sc. 110 CONT Pnl. B

Bg.

day night

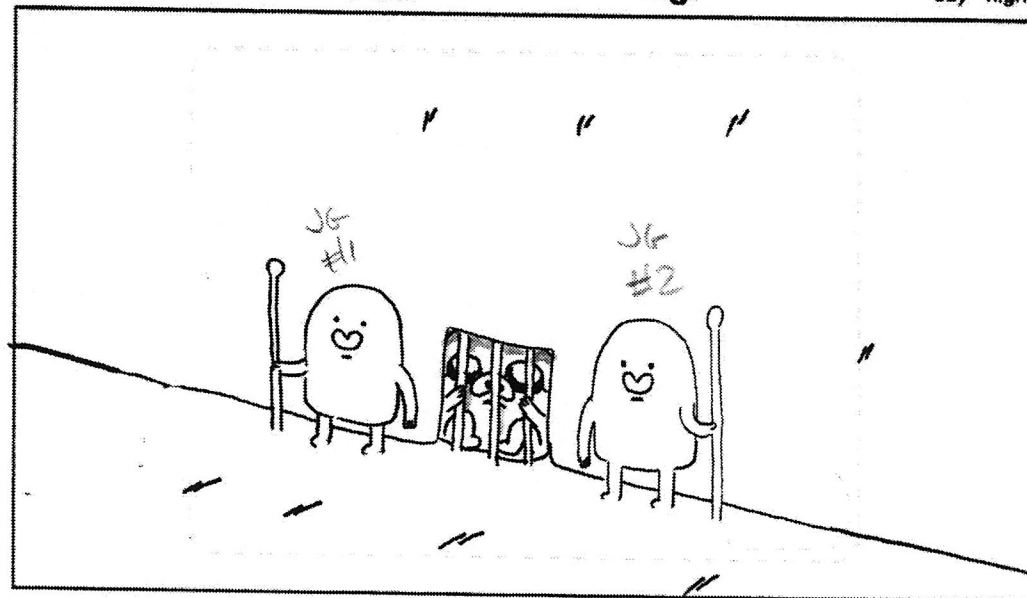


Sc. 111

Pnl. A

Bg.

Page 154
day night



Dialog:

J: UGH!

Action:

- FINAL GUARD LANDS ON JAKE

- SMASH CUT TO JAKE IMPRISONED
IN SMALL CELL.

Timing:

MAY 09 2014

Production :

EPISODE # 1025-184

1025/184

1025/184

1025/184

1025/184

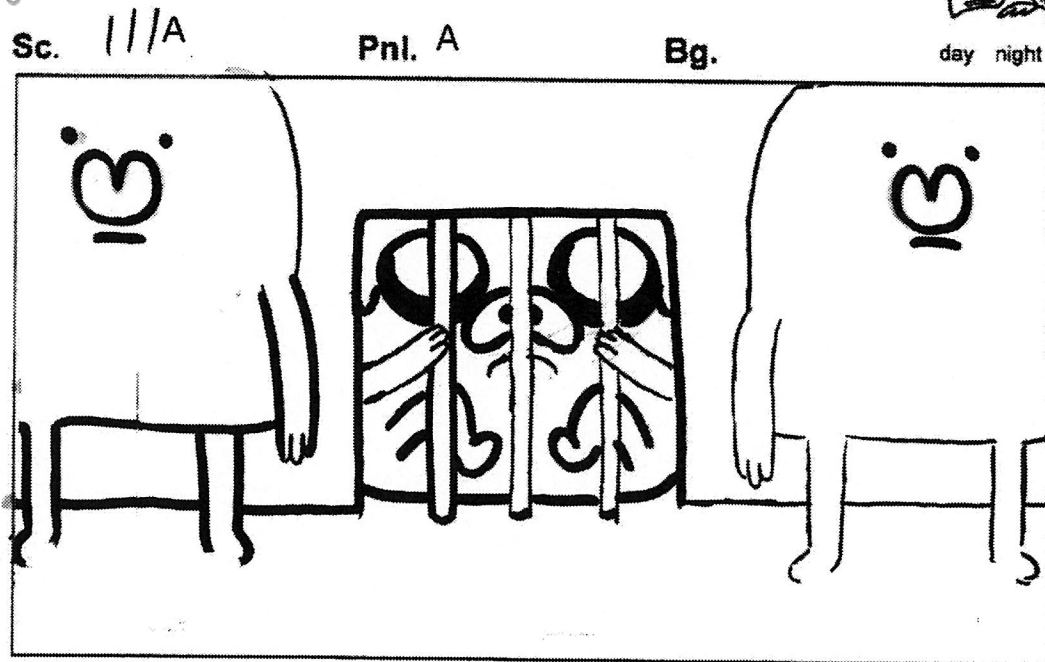
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Ho
cut

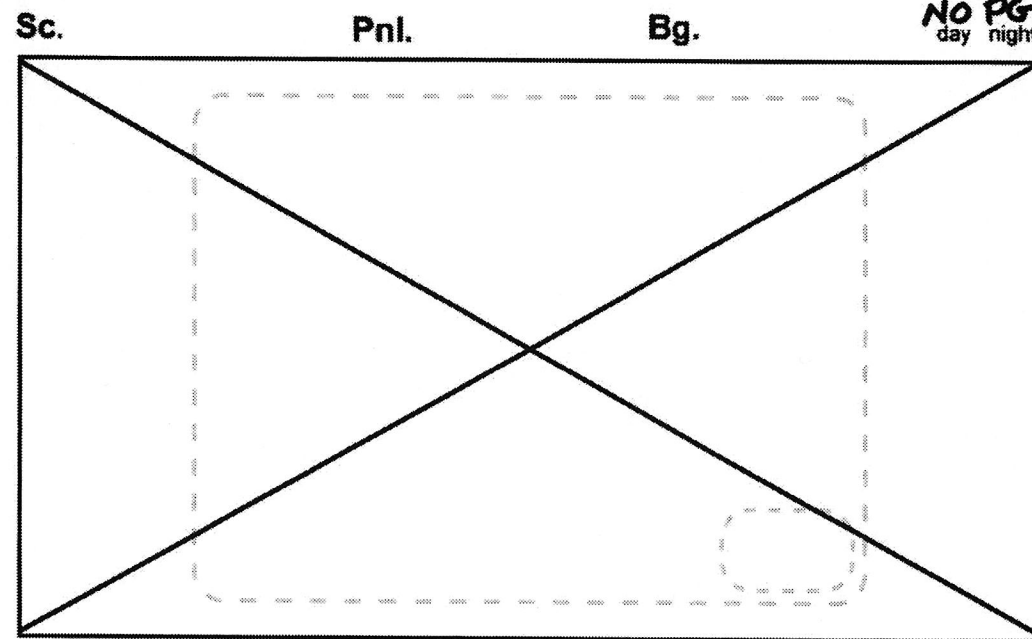
ADVENTURE TIME



Page **155**
NO PG-156
day night



day night



EPISODE #

1025-184

1025/184

Production :

1025/184

Dialog:

J: [WHIMPER]

Action:

- J. TRIES TO STRETCH AN ARM OUT OF CELL.

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Timing:

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ADVENTURE TIME

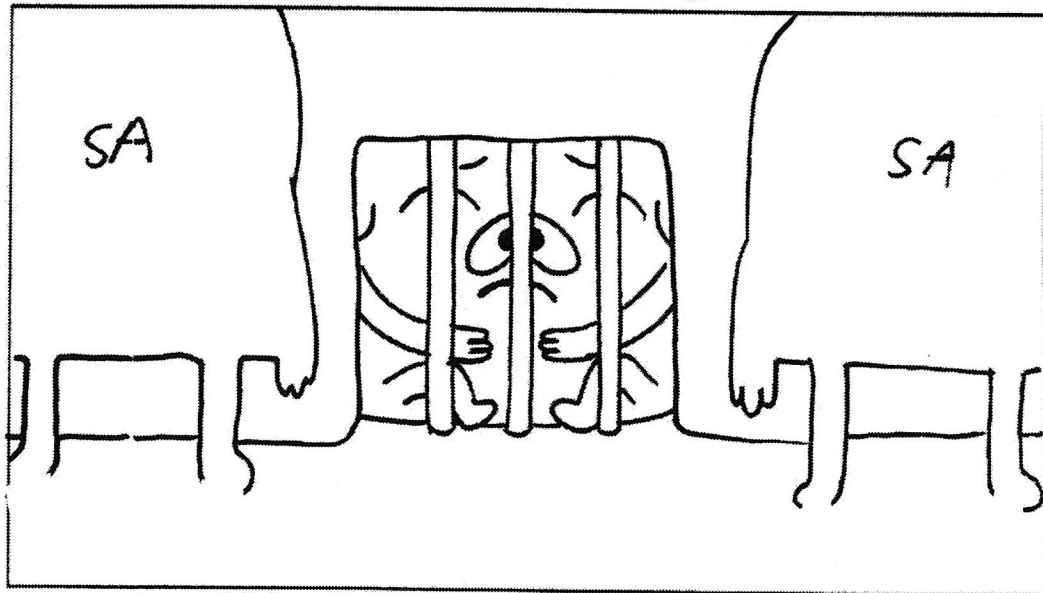


Ho Cut

Sc. 111A CONT Pnl. B

Bg.

day night



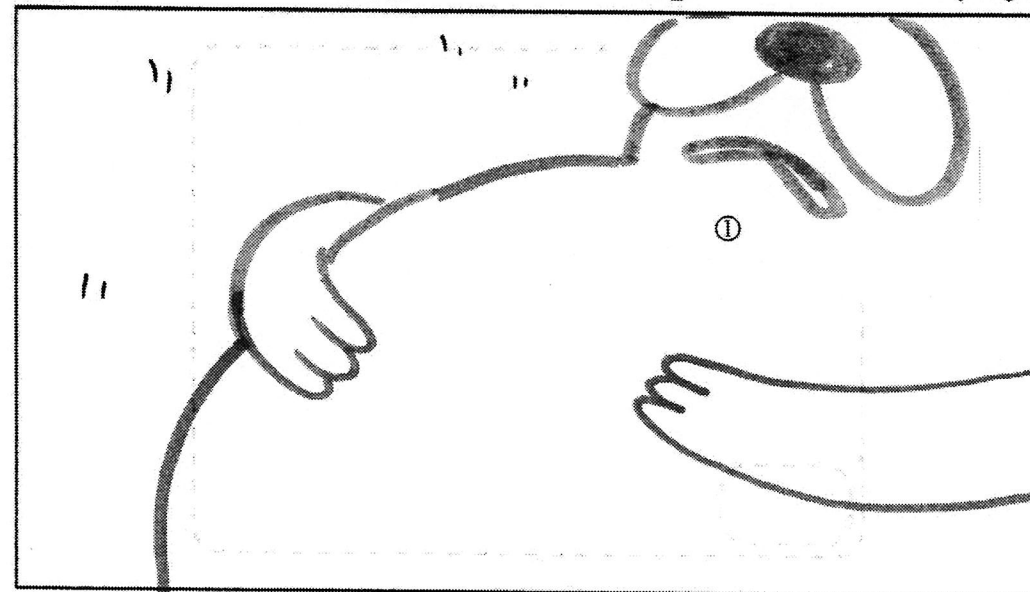
Sc. 112

Pnl. A

Bg.

Page 157

day night



Dialog:

Jake: Bagel.

Action:

- Jake holds his stomach.

Timing:



②
MAY 09 2014

EPISODE #

10252184

Production :

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1025/184

ADVENTURE TIME



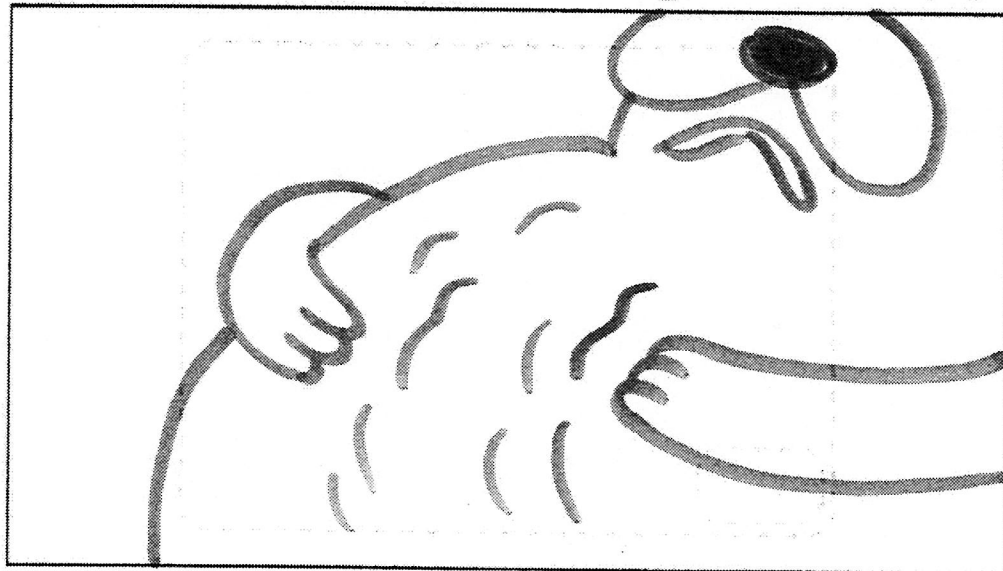
Cart

Page 158

Sc. 112 cont Pnl. B

Bg.

day night

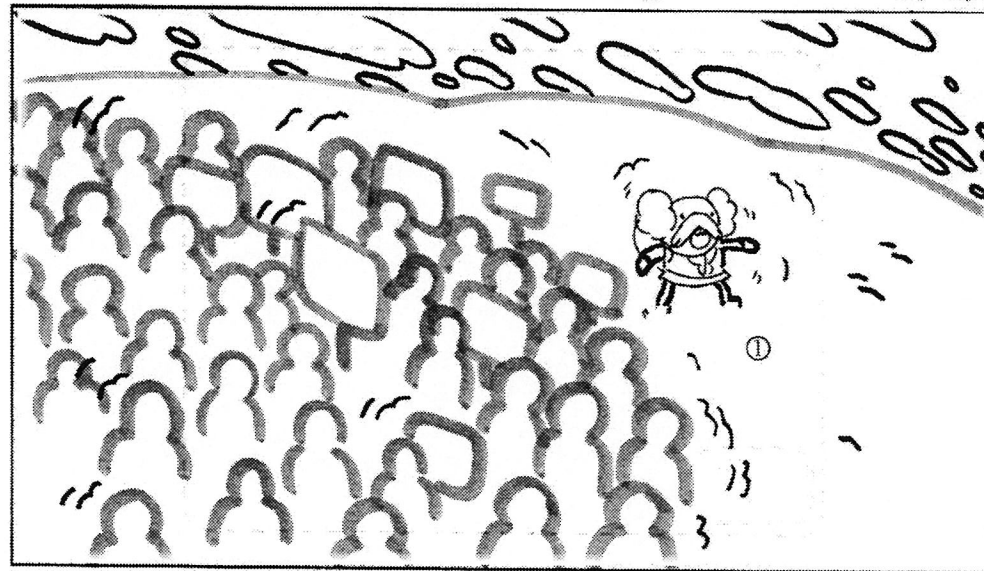


Sc. 113

Pnl. A

Bg.

day night



Dialog:

SFX: * RUMBLE *

JAKE PEOPLE: [WORRIED WALLA]

Action:

- JAKE HAS Belly waves.

WORLD QUAKING.

Timing:



EPISODE #

1025-184

Production :

1025/184

1025/184

ADVENTURE TIME

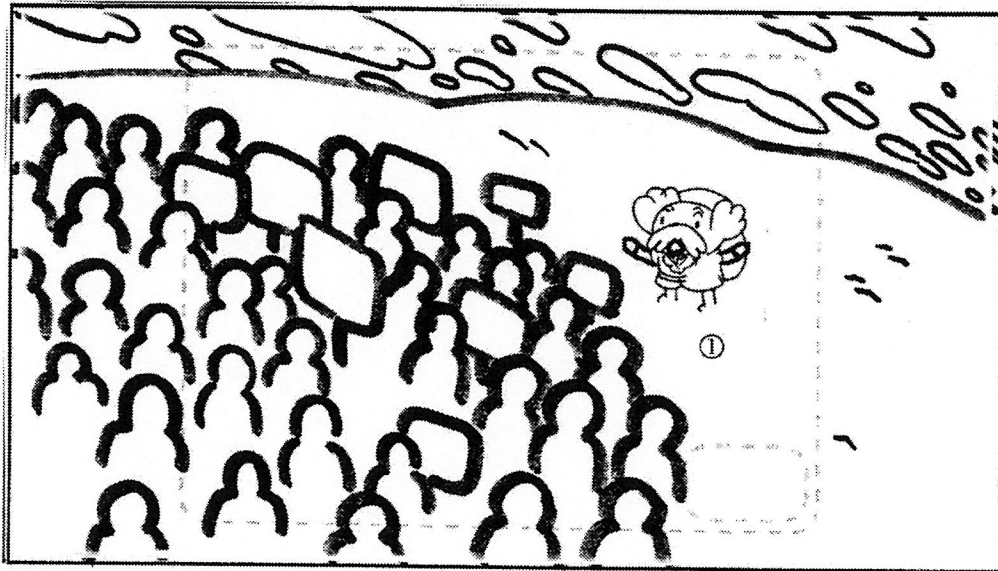


HW
Cut

Sc. 113 cont Pnl. B

Bg.

day night

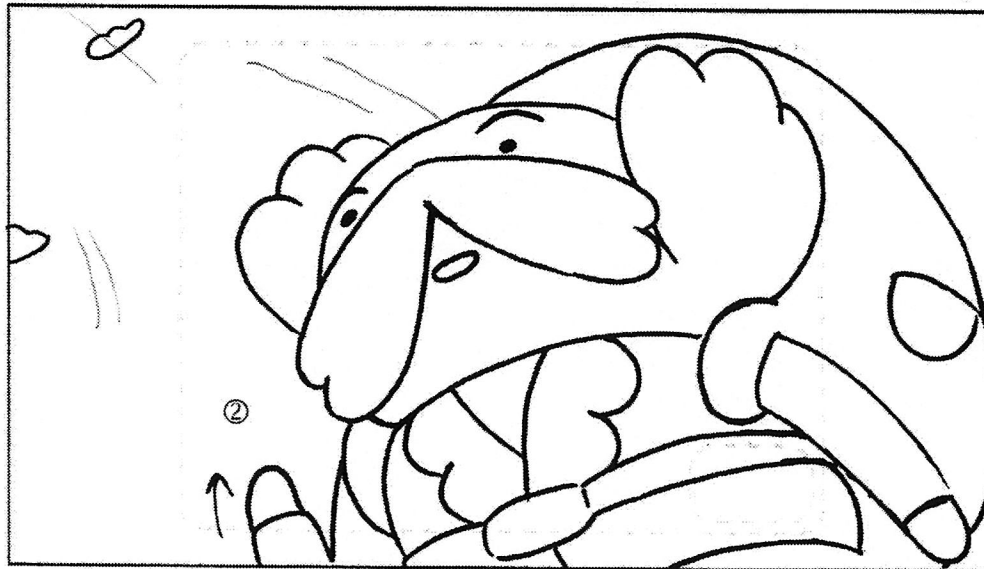


Sc. 114

Pnl. A

Bg.

day night



Dialog:

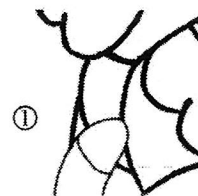
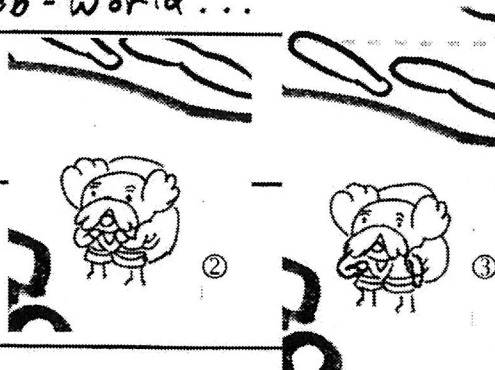
Erik: Don't worry, everybody. I
will journey to Jake's
Glob-world...

Erik:

Which legend would have us
believe lies beyond the great-

Action:

Timing:



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Production :

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1025/184

ADVENTURE TIME

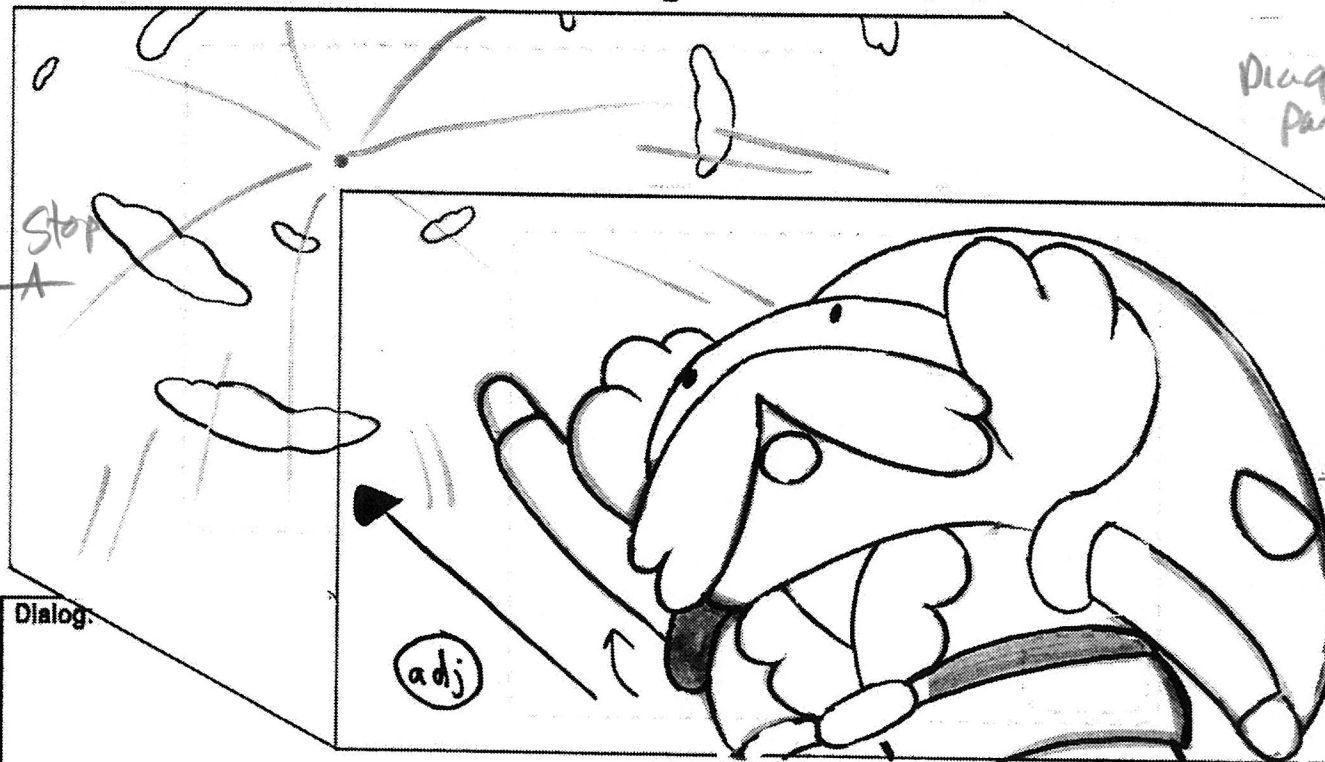


Page 160

Sc. 114 CONT Pnl. B

Bg.

day night



A Start

Dialog:

Action:

- ERIK POINTS UPWARD.
- ADJ. UP TO INCLUDE HOLE

Timing:

ERIK: "SKY HOLE"
(ALT) "JAKE HOLE"

MAY 09 2014

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Production :

1025/184

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1025/184

Handwritten initials and marks at the top left of the page.

ADVENTURE TIME

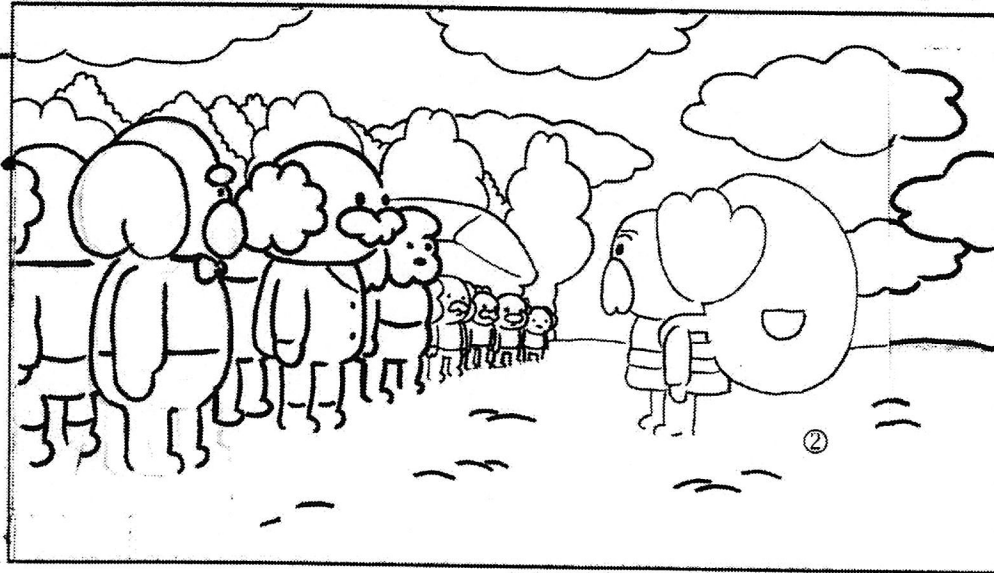


Sc. 115

Pnl. A

Bg.

day night

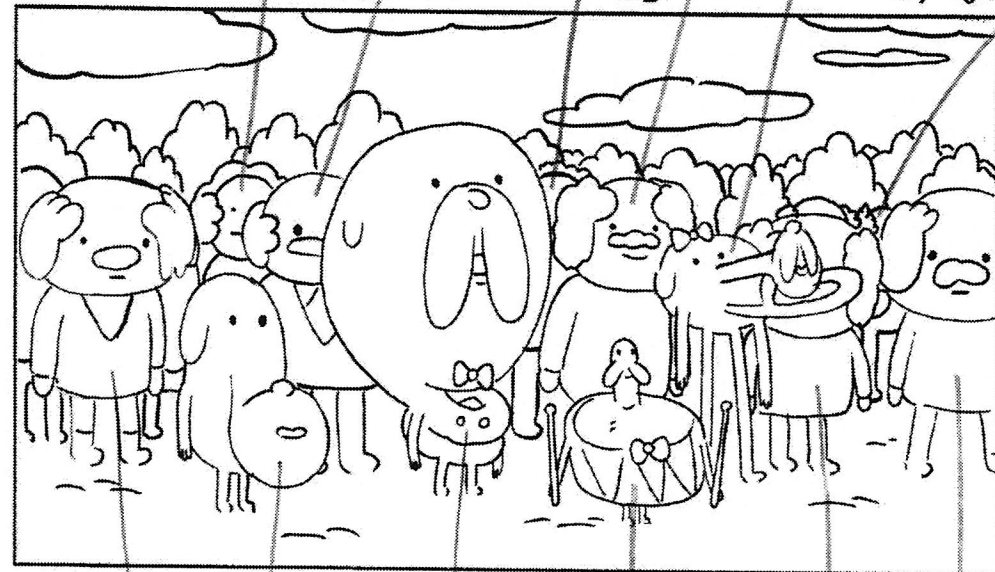


Sc. 116

Pnl. A

Bg.

day night



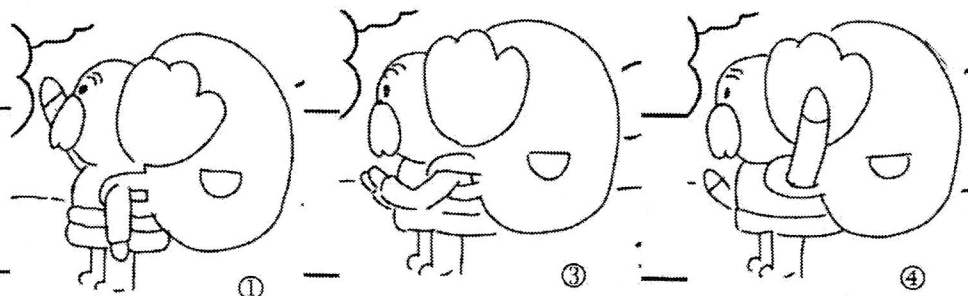
Dialog:

Erik: And bring back the food
of the Globs to appease Jake's appetite ..

THUS SAVING EVERYBODY.

Action:

Timing:



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Production :

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1025/184

1025/184

1025/184

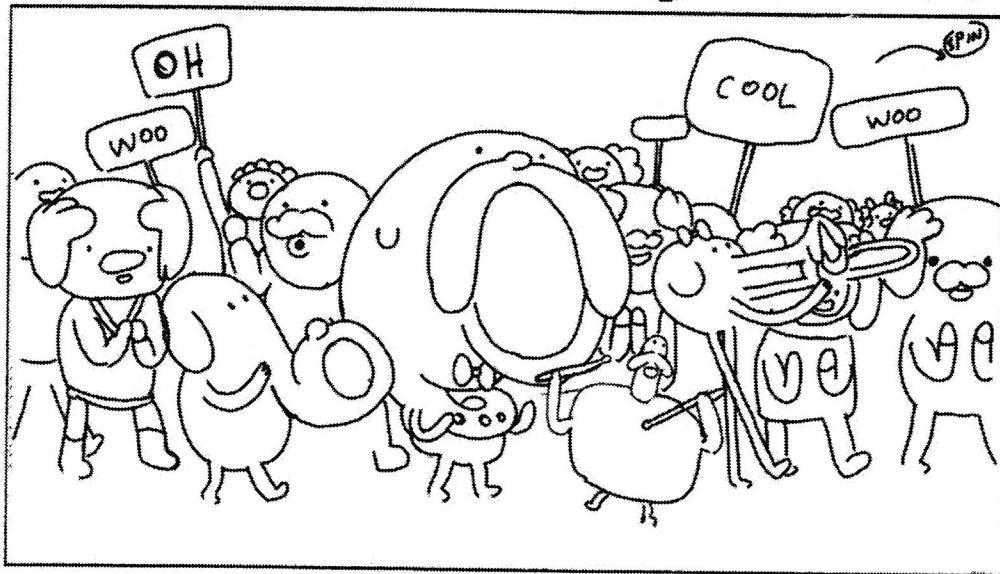
ADVENTURE TIME



Sc. 116 cont Pnl. B

Bg.

day night

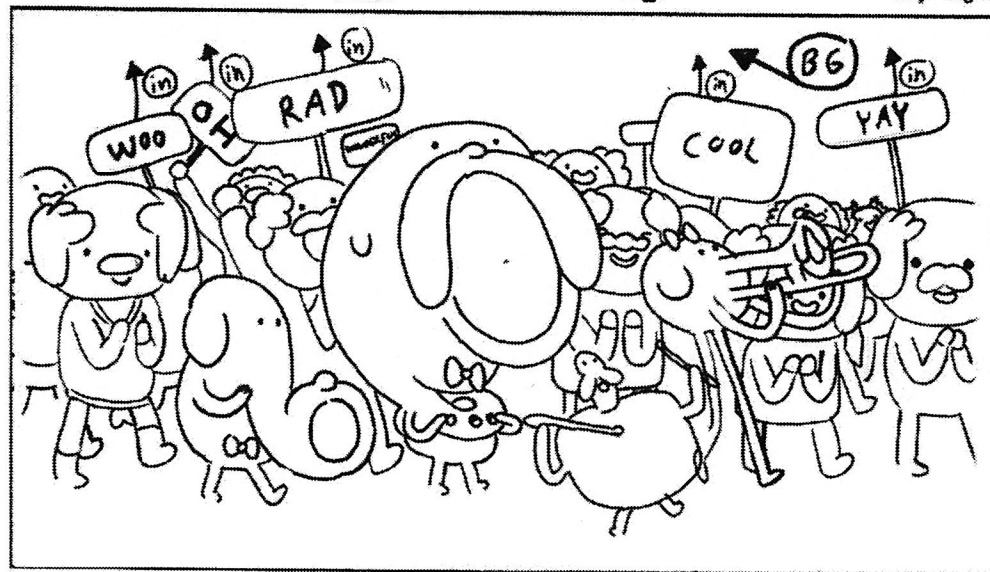


Sc. 116 cont Pnl. C

Bg.

Page 162

162A-NEXT
day night



Dialog:

SFX: * HAPPY BAND MUSIC *

Action:

- Band starts playing.

Signs are waving.

Timing:

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Production :

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1025/184

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ADVENTURE TIME

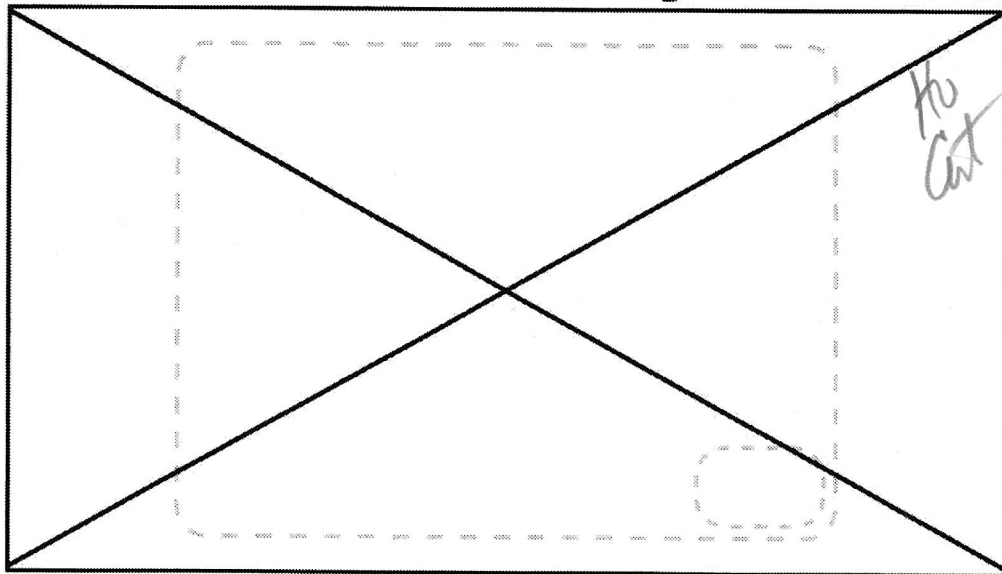


day night

Sc.

Pnl.

Bg.

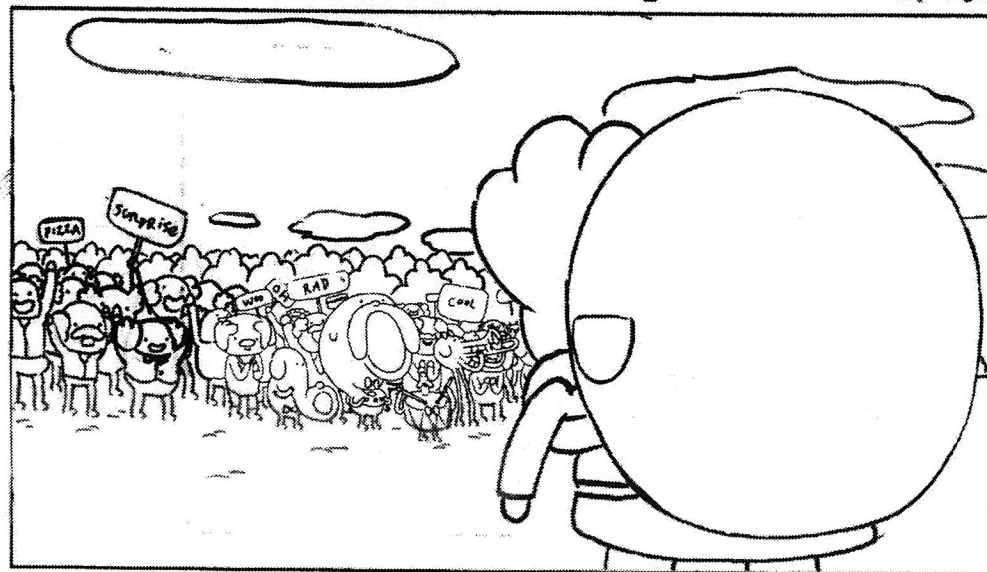


Sc.

117

Pnl. A

Bg.



Page 162 A

163. NEXT
day night

Dialog:

SFX: * HAPPY BAND MUSIC *

Action:

- Band starts playing.

Signs are waving.

Timing:

MAY 09 2014

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Production :

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1025/184

ADVENTURE TIME



Sc. 117 CONT Pnl. B

Bg.

day night

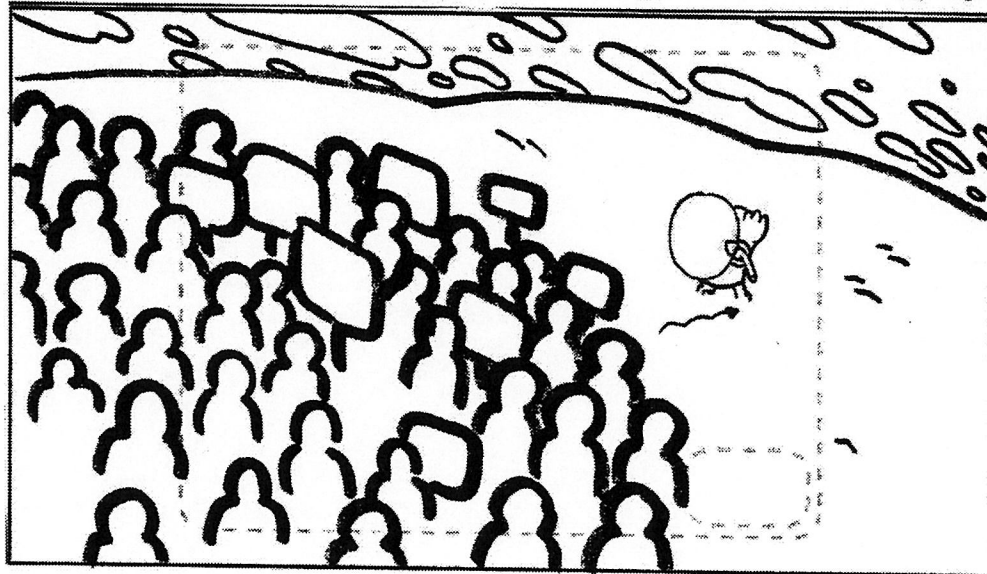


Sc. 118

Pnl. A

Bg.

day night



Dialog:

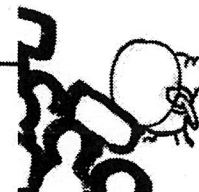
FATHER: WAIT!

MAY 09 2014

Action:

- ERIK TURNS TO LEAVE.

s.p.



Timing:

EPISODE # 1025-184

Production :

1025/184

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ADVENTURE TIME

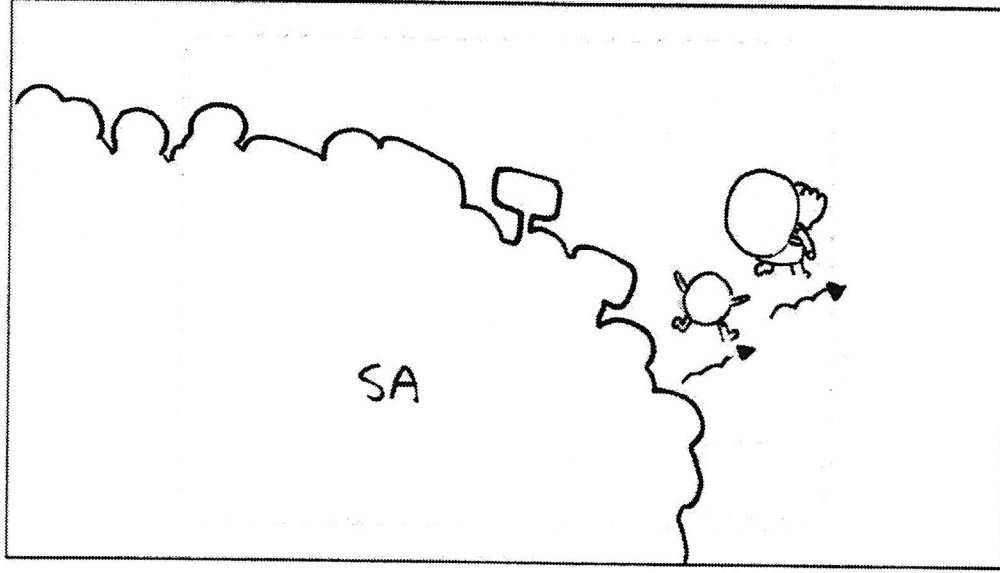


Hu
Cut

Sc. 118 CONT Pnl. B

Bg.

day night



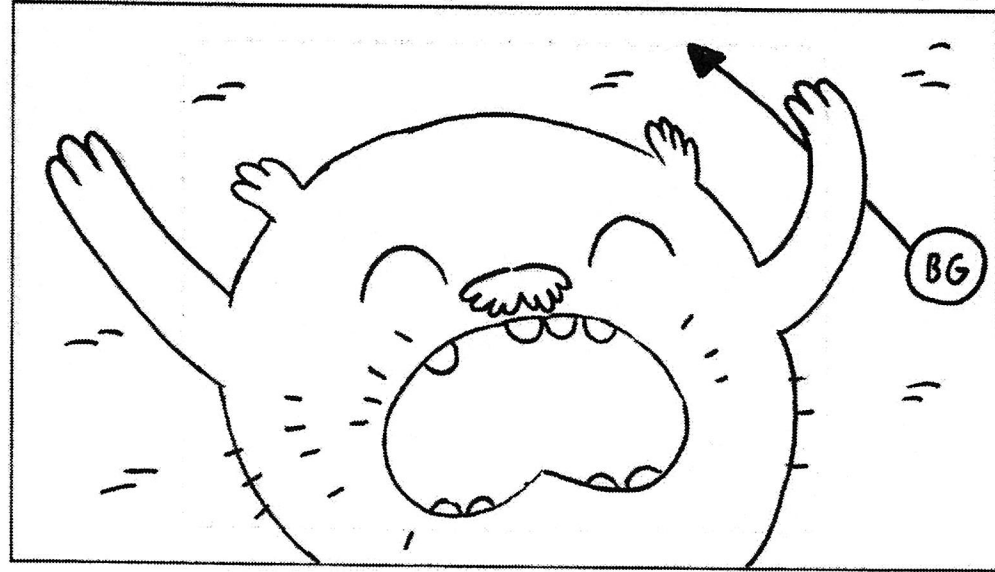
Sc. 119

Pnl. A

Bg.

Page 164

day night



Dialog:
<p><u>FATHER:</u> WAIT!</p>
Action:
<p>- SMALL J. PERSON RUNS OUT FROM CROWD.</p>
Timing:
<p>MAY 09 2014</p>

EPISODE # 1025-184

Production :

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1025/184

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Hu
Cut

ADVENTURE TIME



Page 165

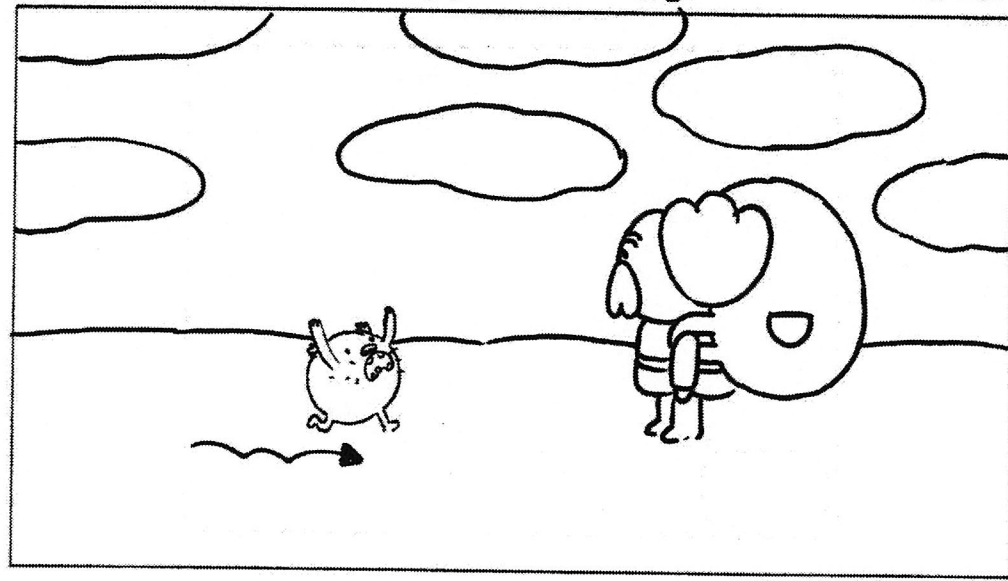
Hu
Cut

Sc. 120

Pnl. A

Bg.

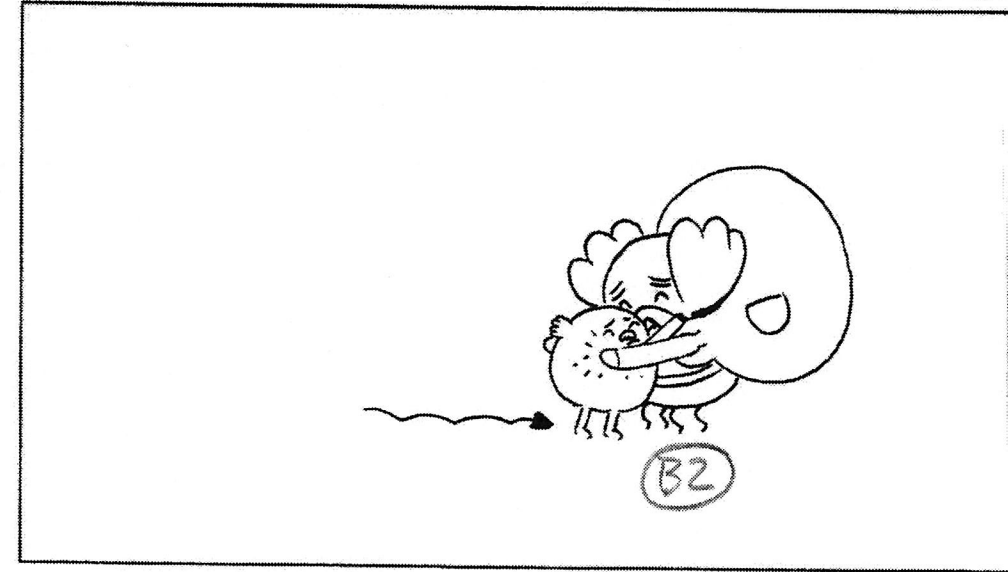
day night

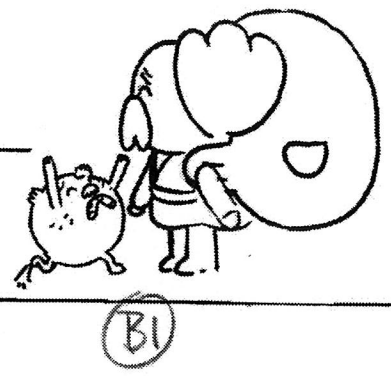


Sc. 120 cont Pnl. B

Bg.

day night



Dialog:	
Action:	
Timing:	<p>- E. KNEELS TO HUG FATHER.</p> <p>MAY 09 2014</p>

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Production :

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1025/184

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1025/184

HW
Cut

ADVENTURE TIME

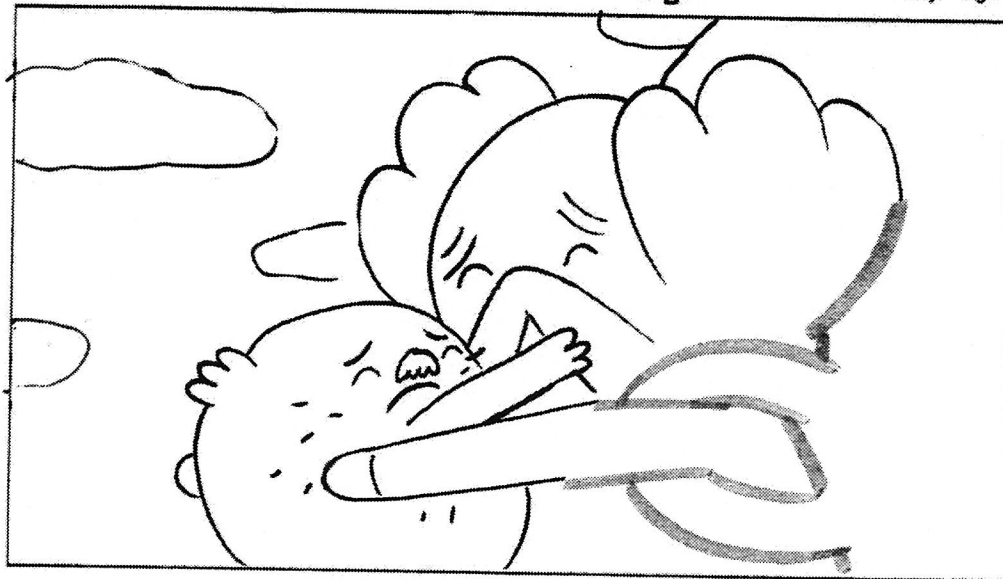


Sc. 121

Pnl. A

Bg.

day night

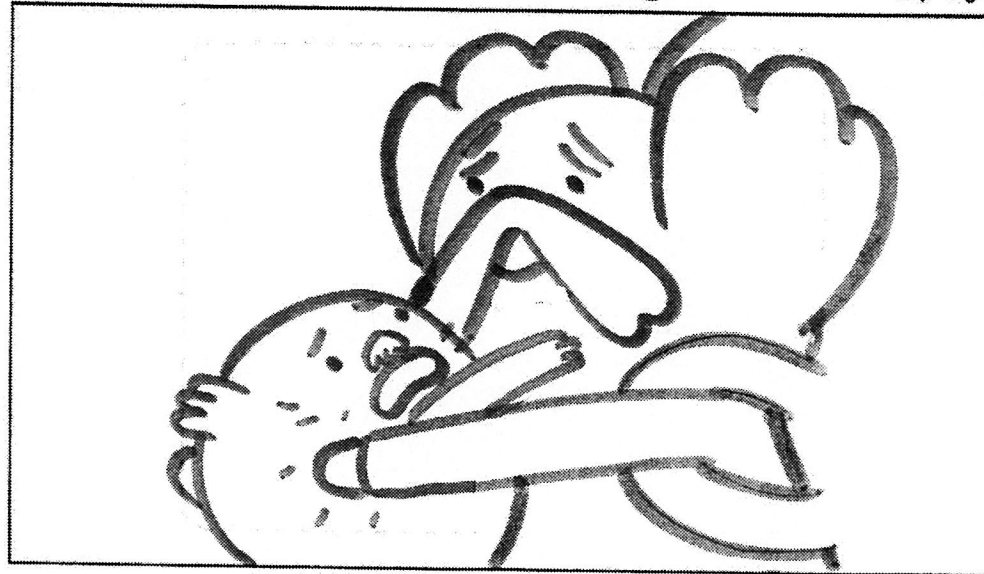


Sc.

121 cont Pnl. B

Bg.

day night



Dialog:

father: I wanna go with you, son!

Action:

Timing:

MAY 09 2014

Page 166

HW
Cut

1025-184

EPISODE #

Production :

1025/184

1025/184

1025/184

NO
CUT

ADVENTURE TIME

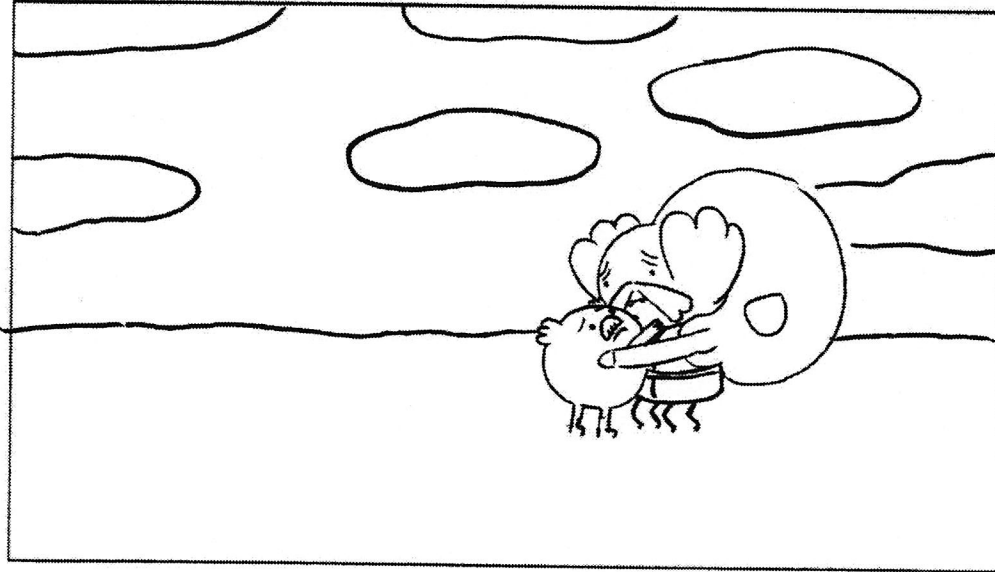


Sc. 122

Pnl. A

Bg.

day night



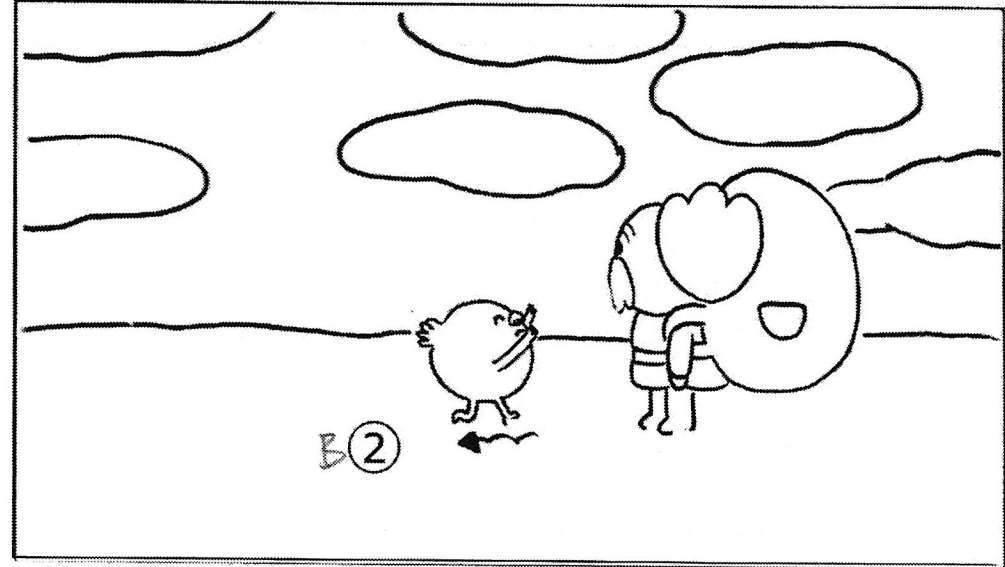
Sc.

122 CONT

Pnl. B

Bg.

day night

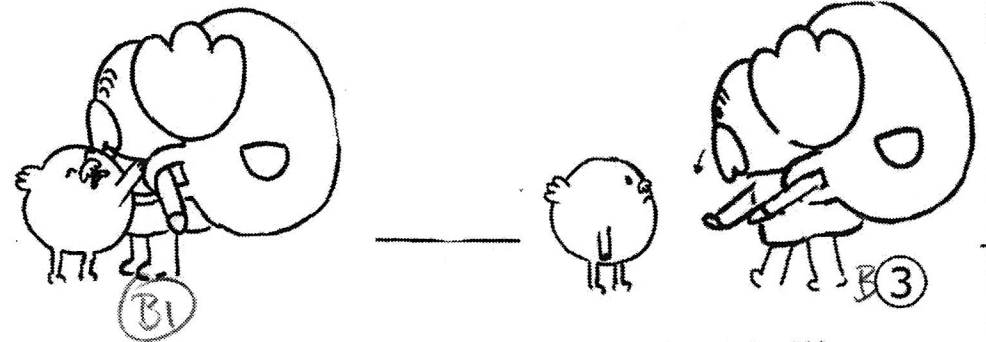


Dialog:

Action:

Timing:

ERIK: I'M SORRY, DAD--



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Production :

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ADVENTURE TIME

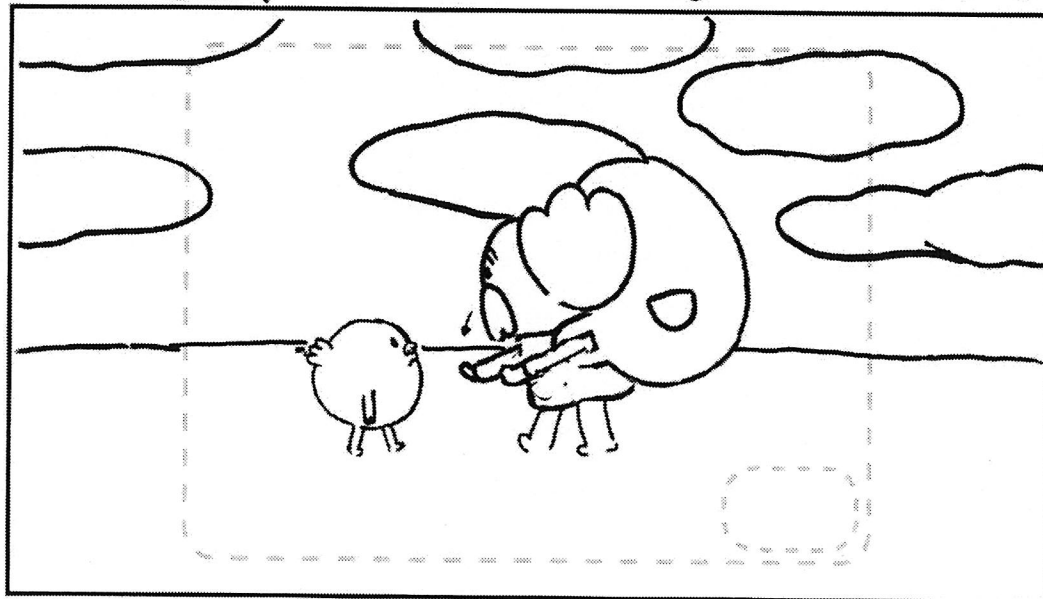


Sc. 122 *CONT*

Pnl. C

Bg.

day night

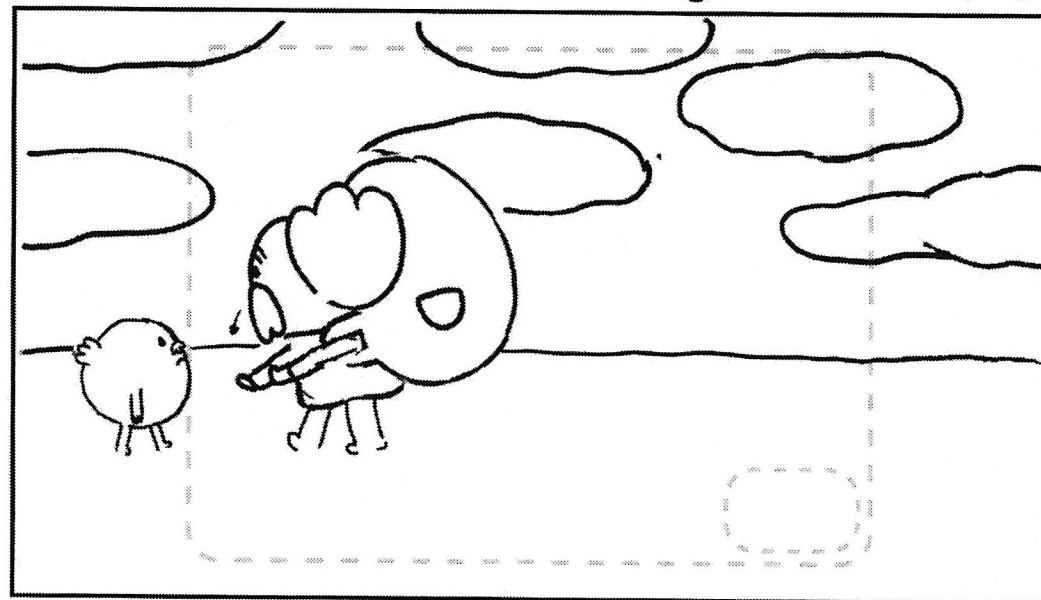


Sc. 122 *CONT*

Pnl. D

Bg.

Page 168
168A-NEXT
day night



Dialog:

erik: you can't. it's too dangerous. your mind is unprepared

Action:

Timing:

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Production:

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1025/184

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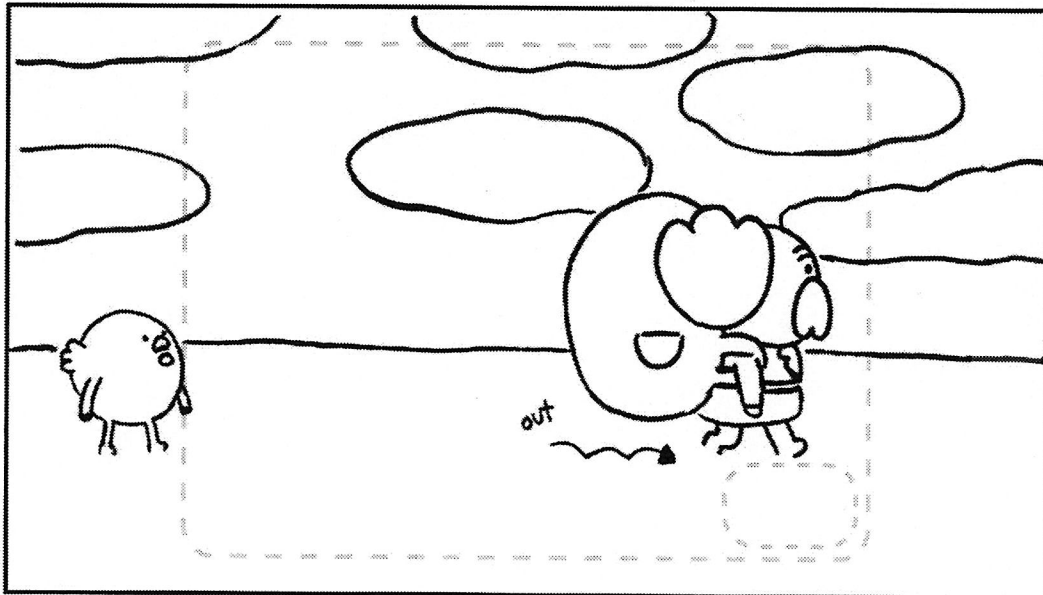
ADVENTURE TIME



Sc. 122 *CONT* Pnl. E

Bg.

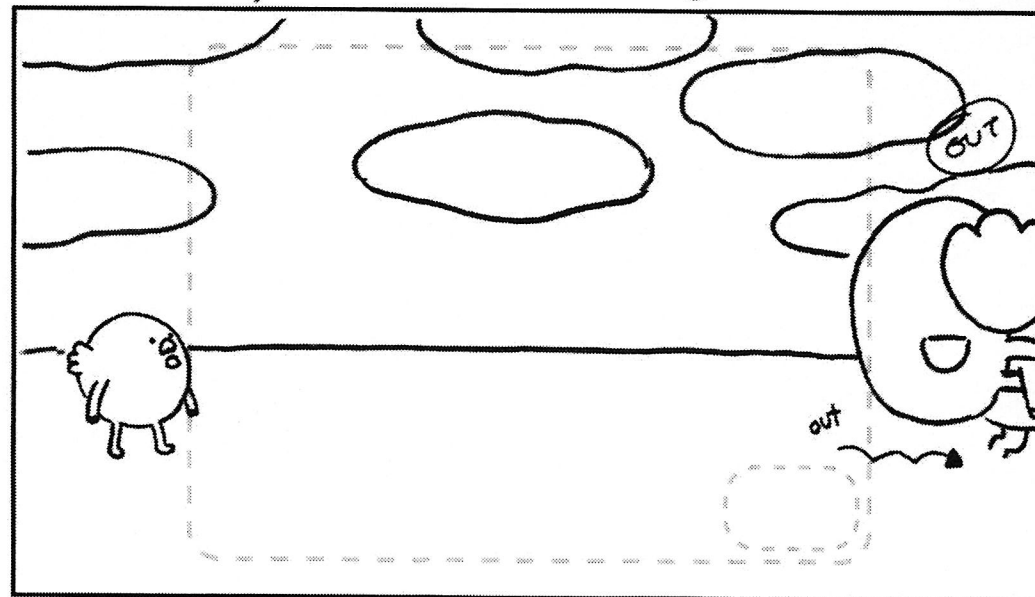
day night



Sc. 122 *CONT* Pnl. F

Bg.

Page 168A
169 *next*
day night



EPISODE # 1025-184

1025/184

Production:

Dialog:

Action:

erik turns and walks off

Timing:

MAY 09 2014

1025/184

1025/184

Hu
Cat

ADVENTURE TIME



Cut w/ wife
to post

Sc. 123

Pnl. A

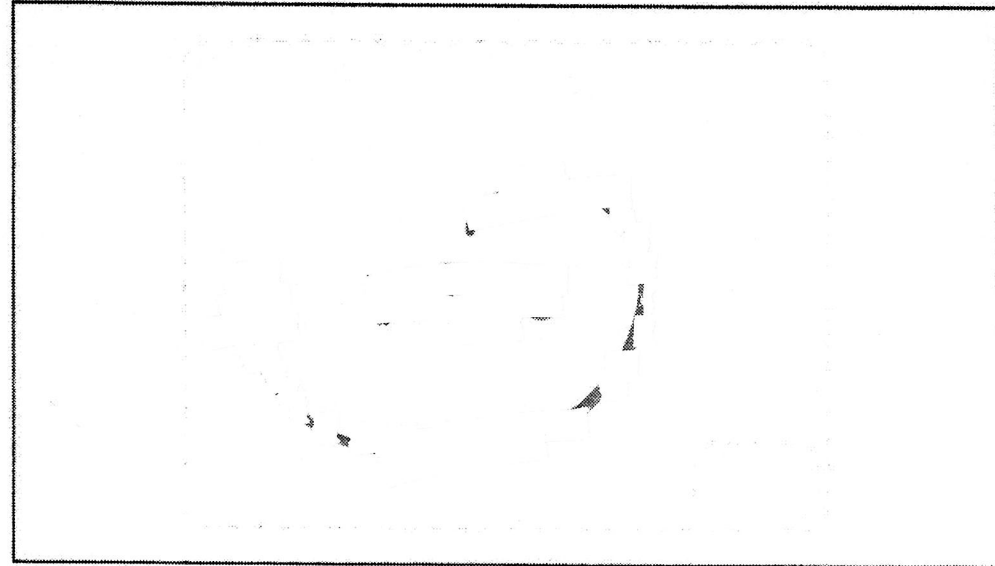
Bg.

day night



Sc. 123 cont. Pnl.

Bg.



Page 169
169A NEXT
day night

Dialog:

FATHER : my son! [CRYING]

Action:



Timing:

MAY 09 2014

EPISODE # 1025-184

Production :

1025/184

1025/184

Cut w/wipe @ post

ADVENTURE TIME



Page 169A

170 NEXT
day night

Sc. 123A

Pnl. A

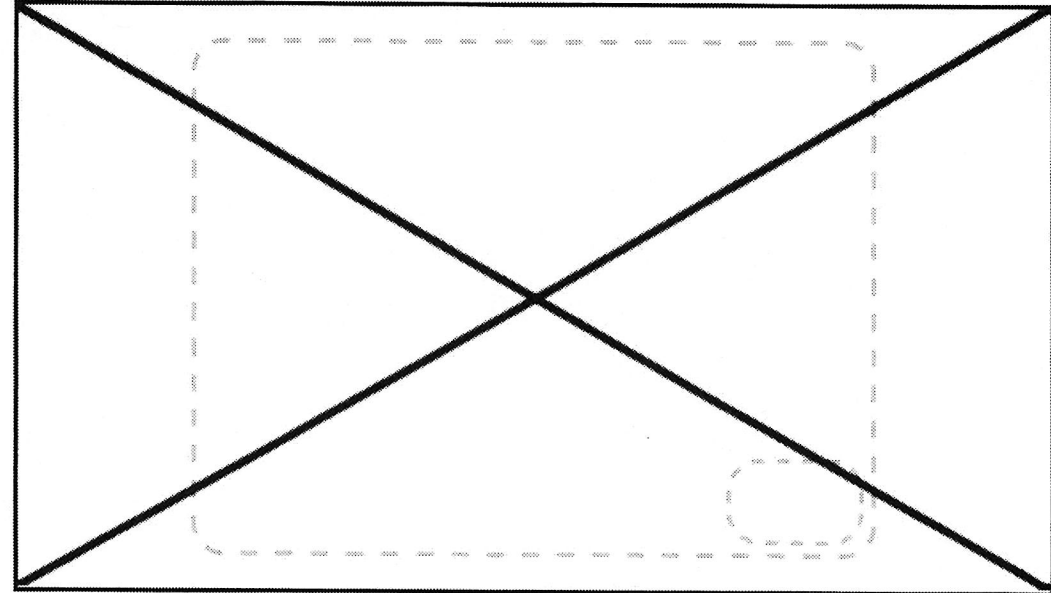
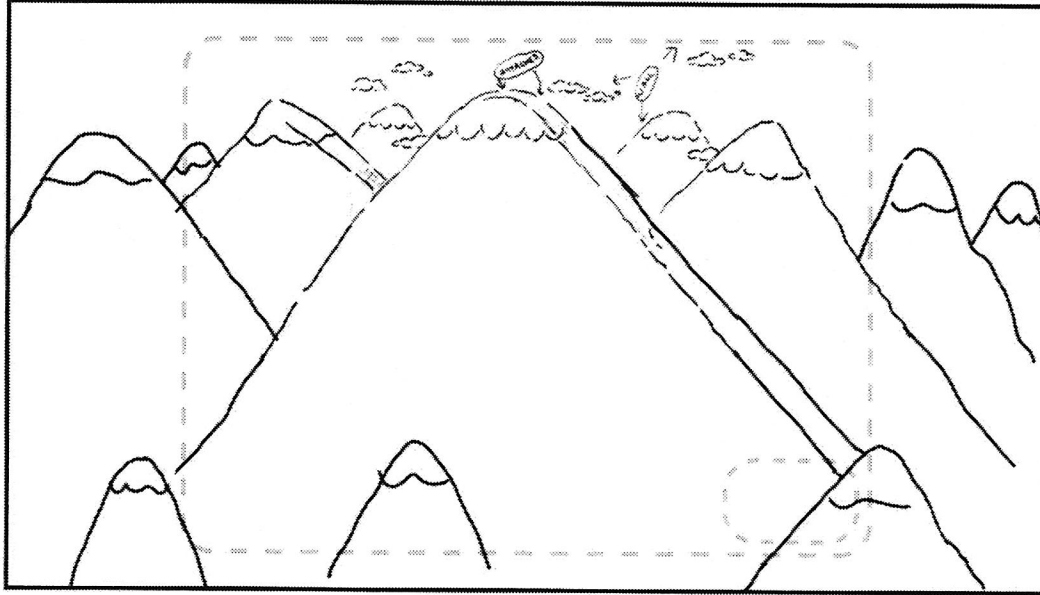
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

erik: (os) *struggling*

Action:

Timing:

MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

1025/184

1025/184

1025/184

Cut

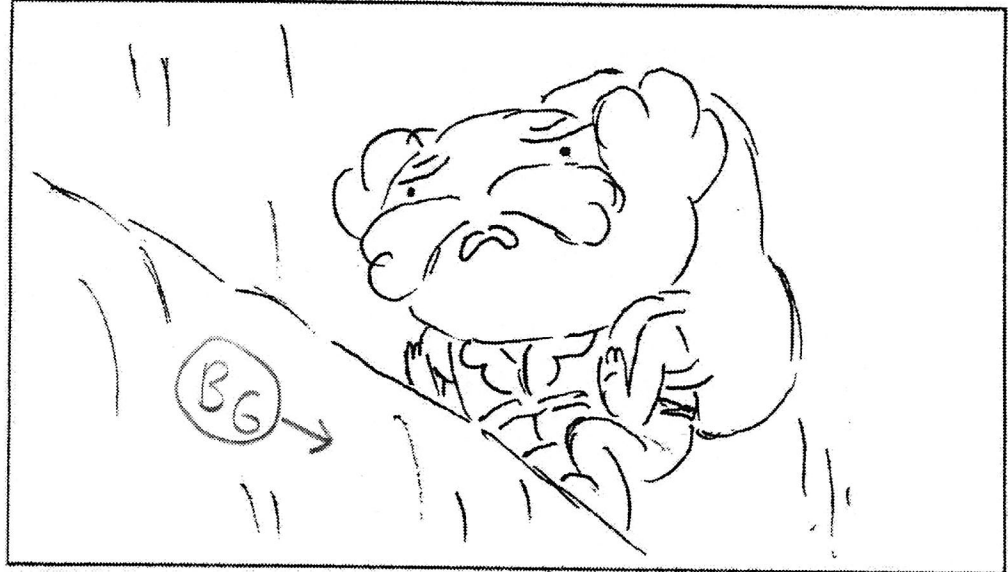
ADVENTURE TIME



Page 170

170 Cut

Sc. 124 Pnl. A Bg. day night



Sc. 124 *cont* Pnl. B Bg. day night



1025-184

EPISODE #

1025/184

Dialog:	<u>ERIK</u> : [HUFFING + PUFFING]	
Action:	— ERIK ADAM ^{KIMSON} HIKES UP THE EDGE OF A MOUNTAIN ← CYCLE →	
Timing:	MAY 09 2014	

Production :

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1025/184

Ho
Cut

ADVENTURE TIME

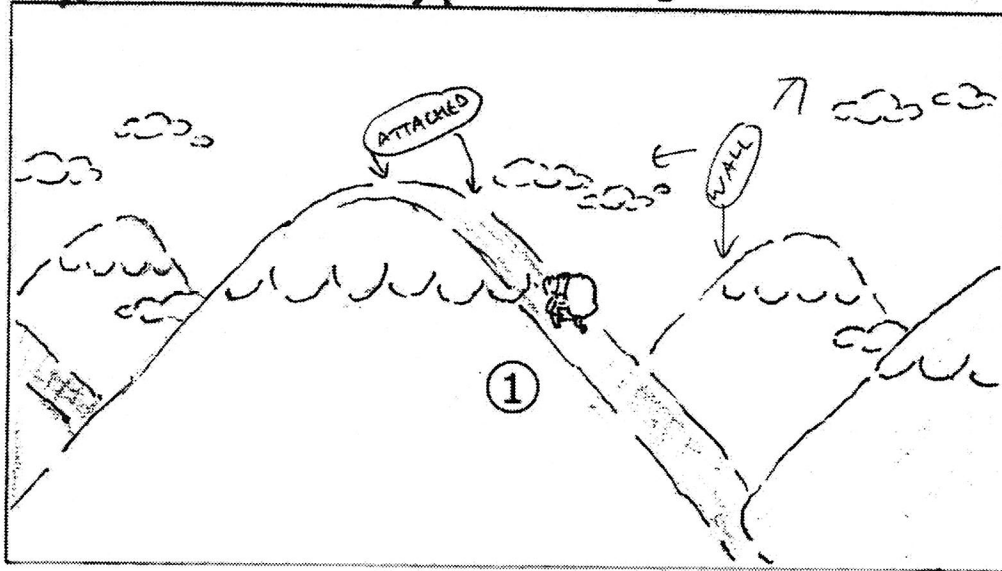


Sc. 125

Pnl. A

Bg.

day night



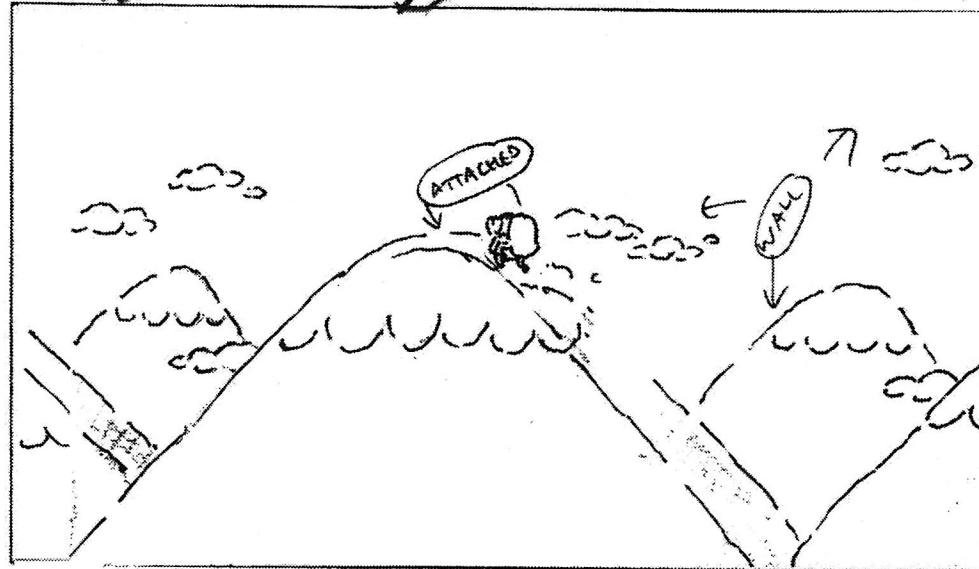
Sc. 125 CONT

Pnl. B

Bg.

Page 171
day night

171A NEXT



Dialog:

Action:



Timing:

EPISODE # 1025-184

1025/184

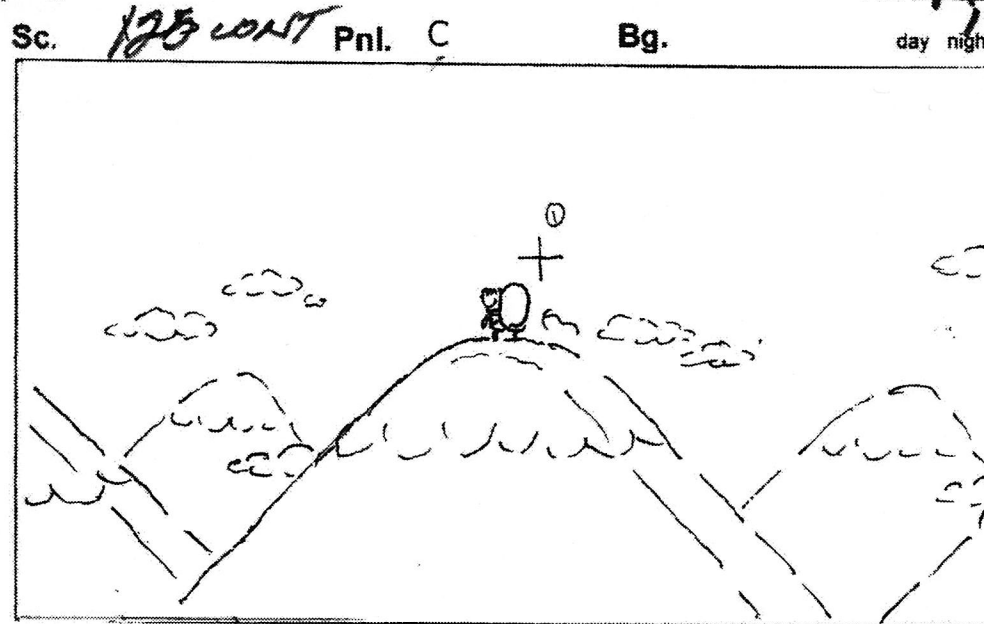
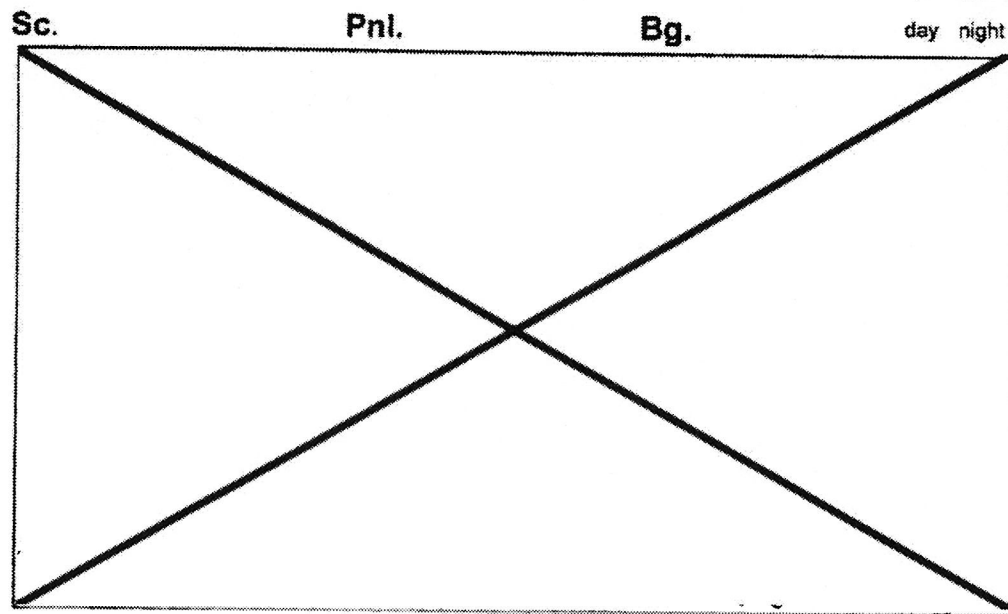
MAY 09 2014

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ADVENTURE TIME



Page *171 A*
172 NEXT

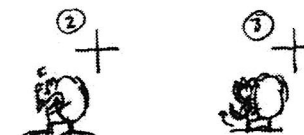
EPISODE # 1025-184

Mr Cut

Dialog:
Action:
Timing:

- REACHES THE PEAK
- GETS OUT PICKS

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1025/184

ADVENTURE TIME



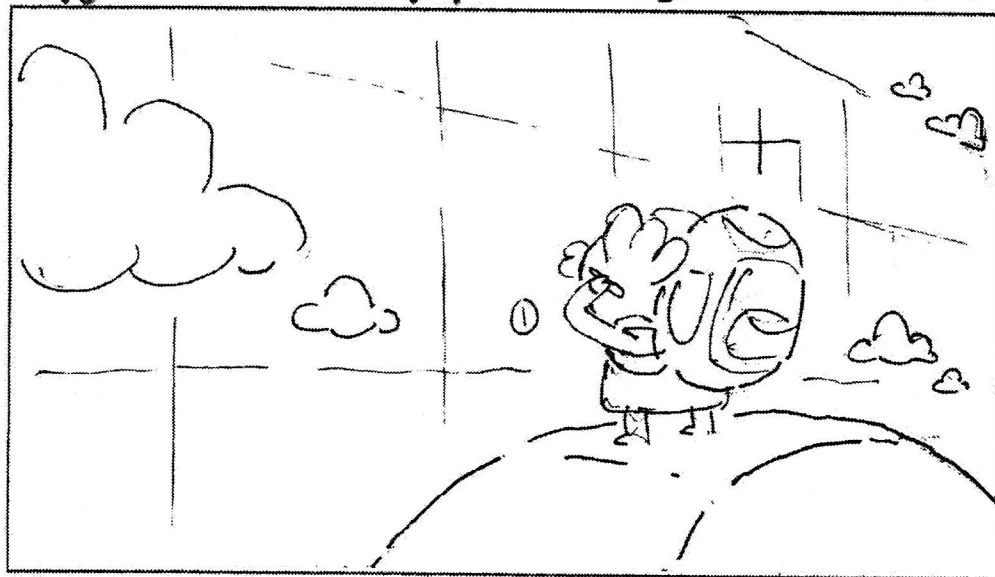
Page 172

Sc. 126

Pnl. A

Bg.

day night

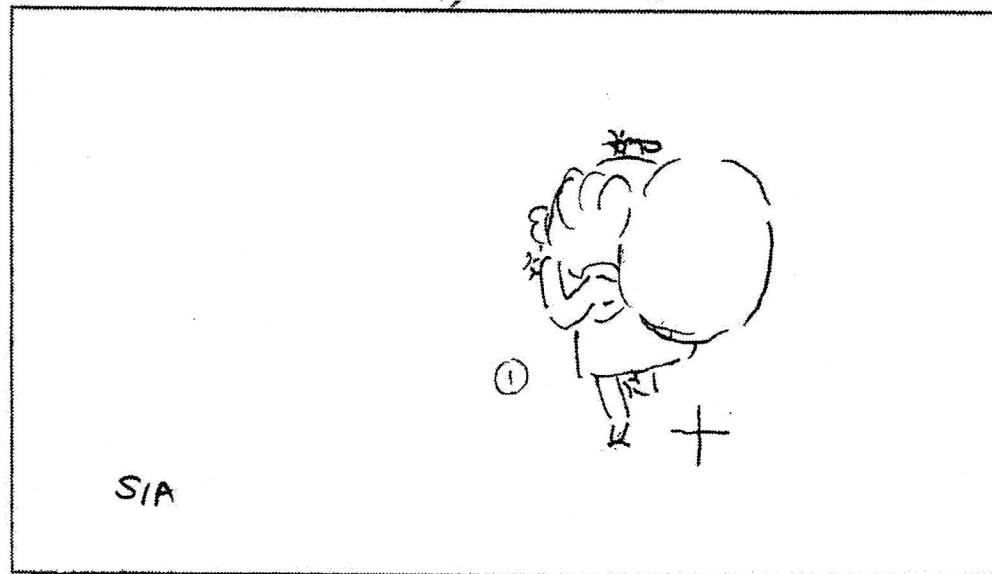


Sc. 126 CONT

Pnl. B

Bg.

day night



Dialog:

E: [GRUNT]
SFX: *SQUISH*

Action:

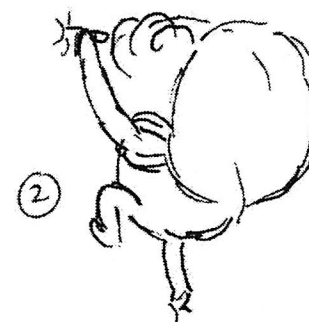
- E.A.K. STABS THE
SKY/WALL WITH PICK

Timing:



ERIK: [CLIMBING]

- STARTS CLIMBING THE
SKY/WALL



MAY 09 2014

EPISODE # 1025-184

Production :

1025/184

1025/184

HY
CUT

ADVENTURE TIME

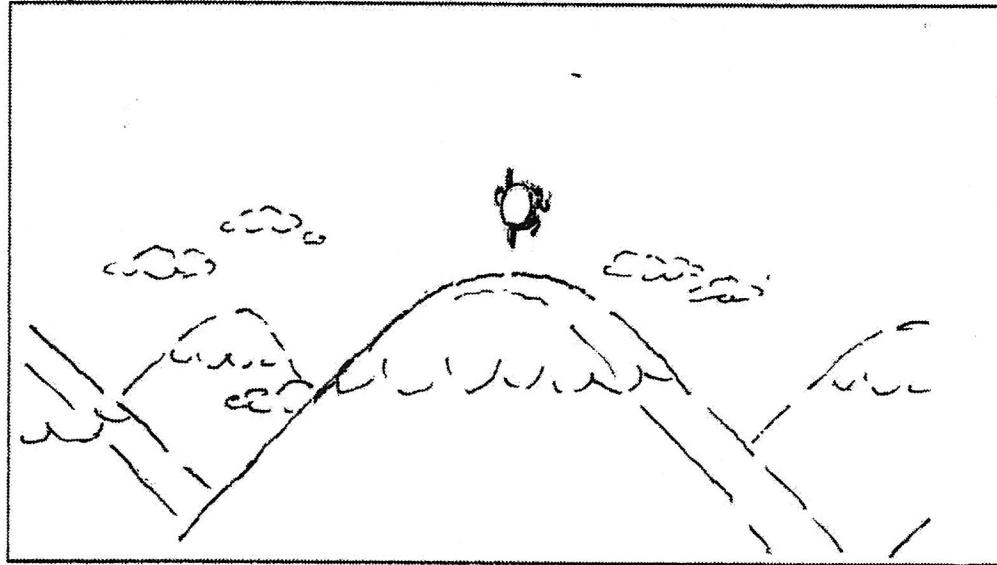


Sc. 127

Pnl. A

Bg.

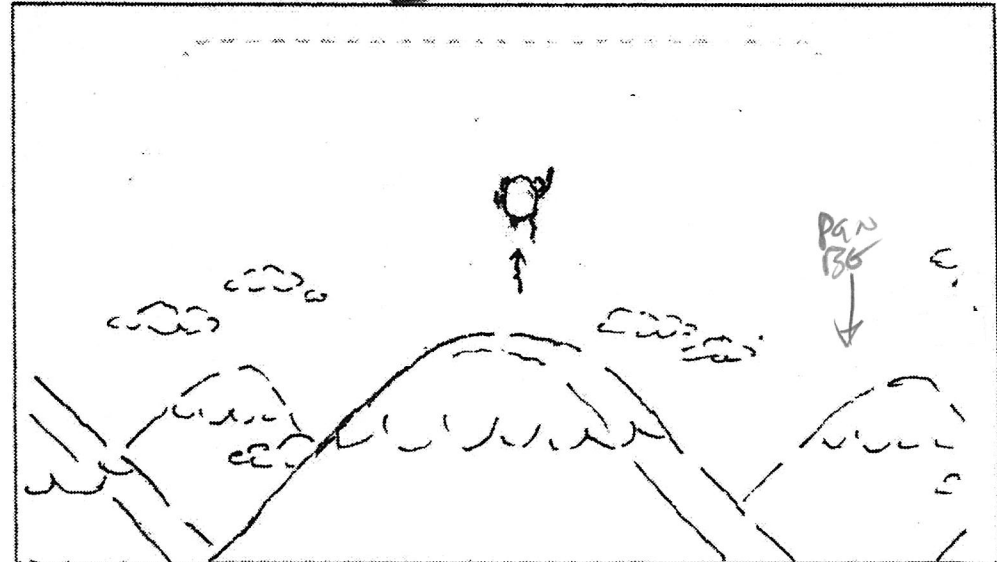
day night



Sc. 127 CONT Pnl. B

Bg.

Page 173
173A NET
day night



Dialog:

Action:

- E.A.K. CLIMBS
- ADJ WITH E.A.K.

Timing:

MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

1025/184

1025/184

1025/184

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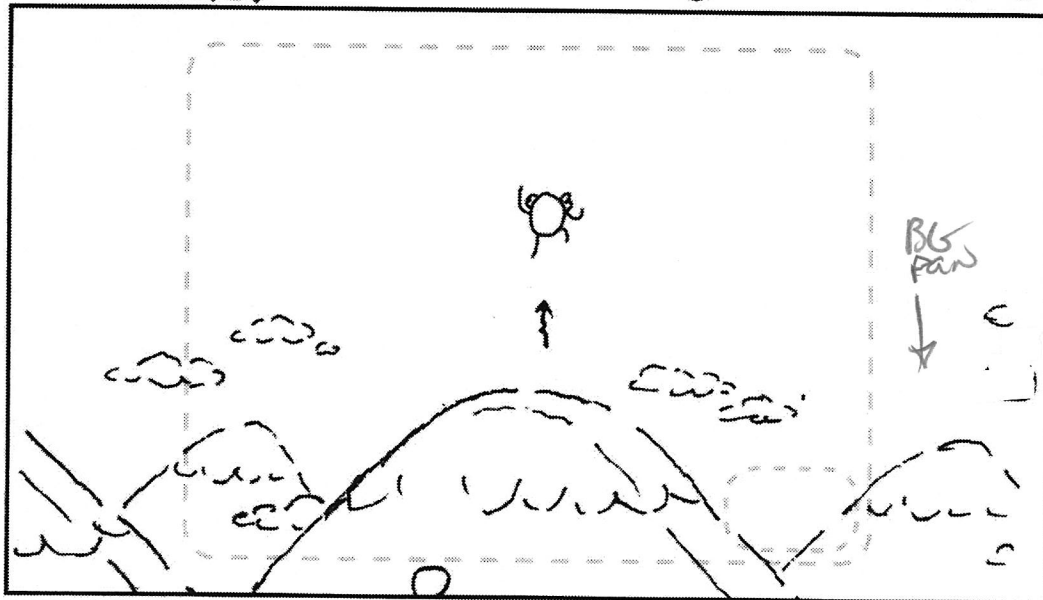
ADVENTURE TIME



Sc. 127 *CONT* Pnl. C

Bg.

day night



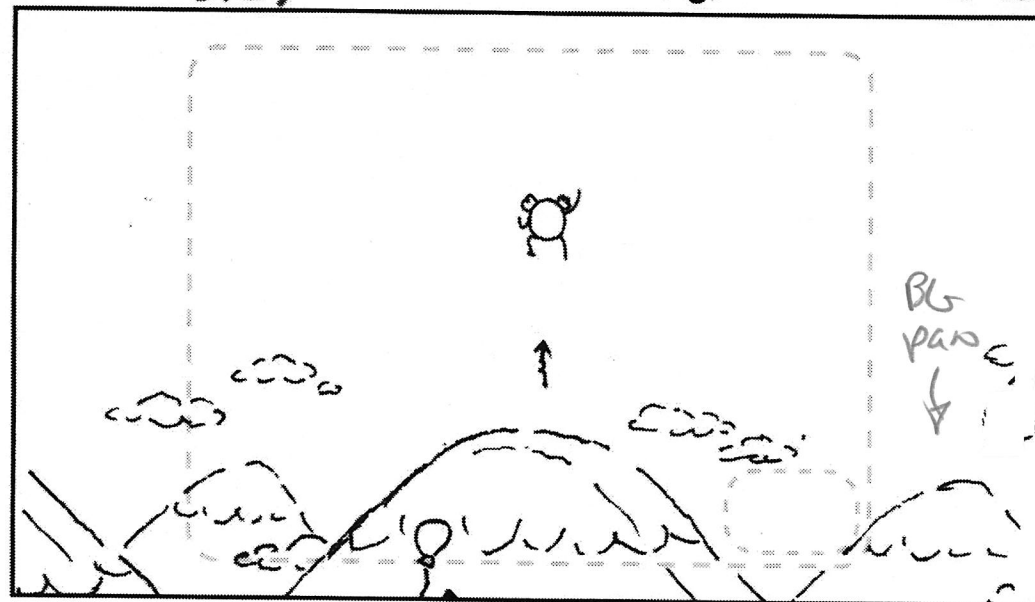
Sc. 127 *CONT* Pnl. D

Bg.

Page 173A

day night

173B NEXT



Dialog:

Action:

erik climbs
balloon floats in

Timing:

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EPISODE # 1025-184

Production:

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1025/184

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ADVENTURE TIME



Handwritten: Hw Cut

Page 173B

Handwritten: 174 NEXT

Sc. 127 *CONT* Pnl. E

Bg.

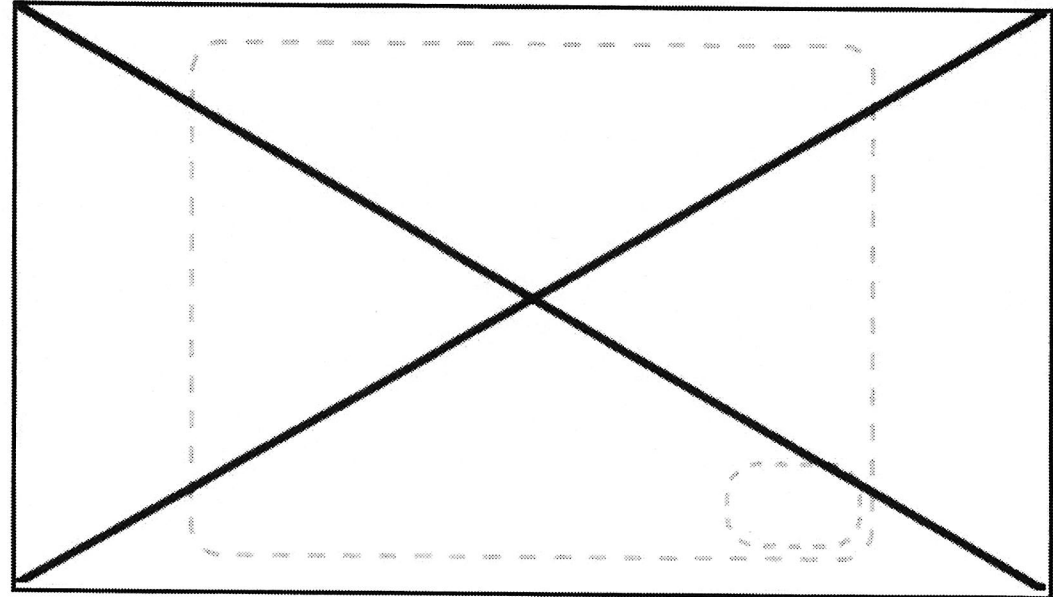
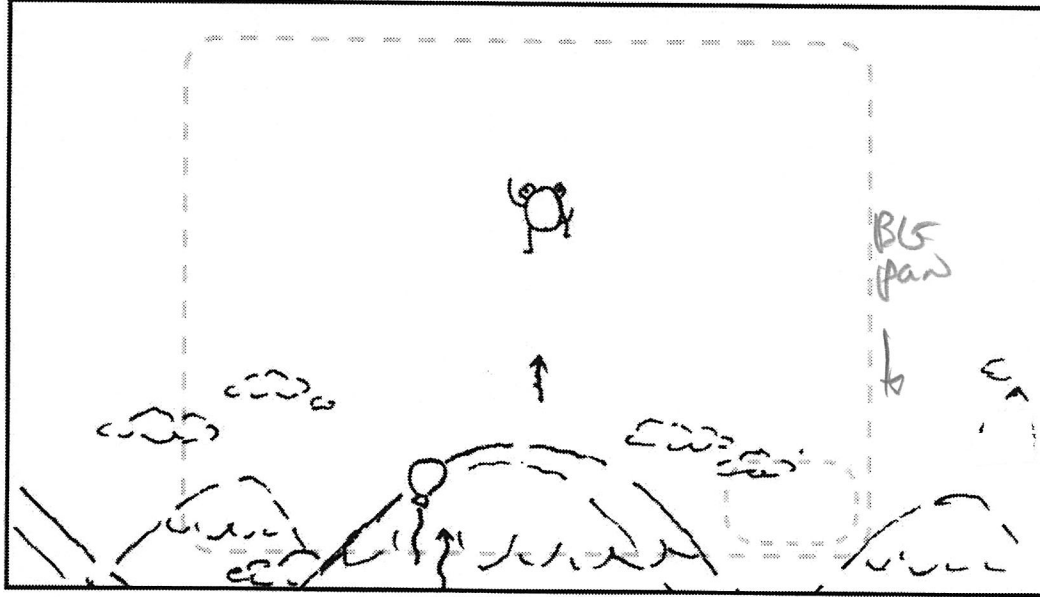
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

adj w erik

Timing:

MAY 09 2011

EPISODE # 1025-184

Production:

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1025/184

1025/184

HW
CUT

ADVENTURE TIME

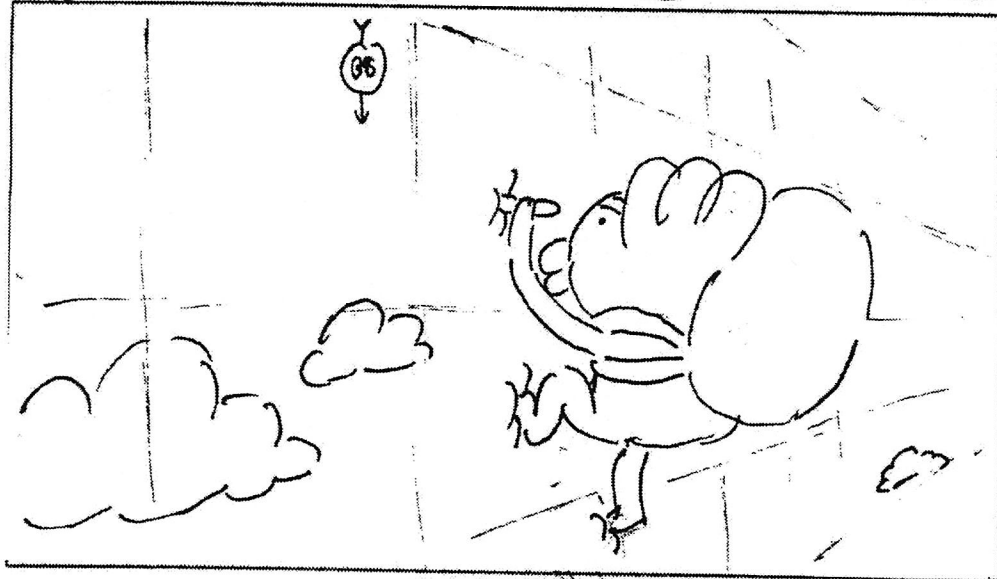


Sc. 128

Pnl. A

Bg.

day night

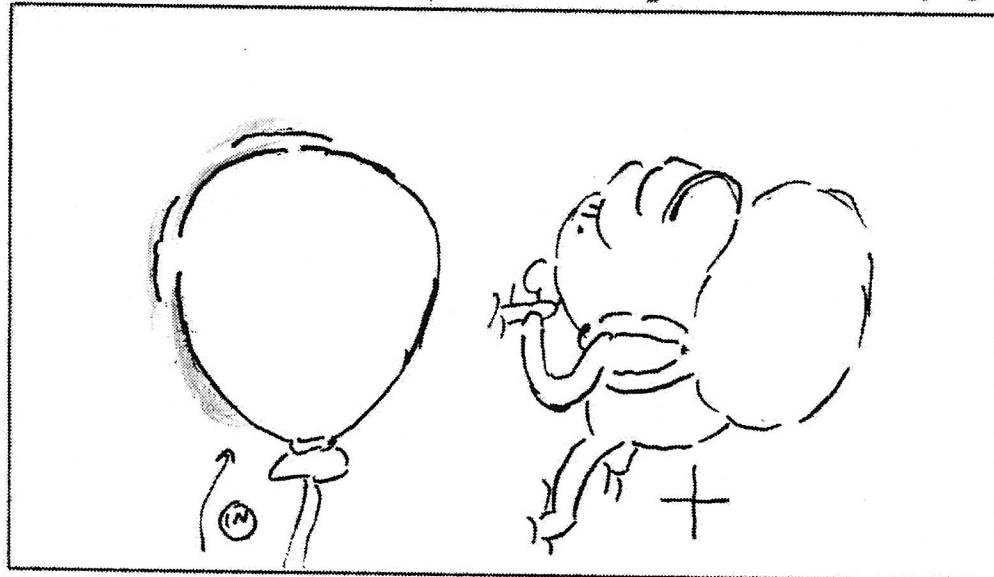


Sc.

128 cont Pnl. B

Bg.

day night



Dialog:

E.A.K.: [GRUNTING]

↑ cym

Action:

- CUMB/ML

Timing:



E.A.K.: EH?

SFX: *RRRR*

- BALLOON DRIPTS UP
BEHIDE E.A.K.
(BALLOON ATTACHED TO WALL)



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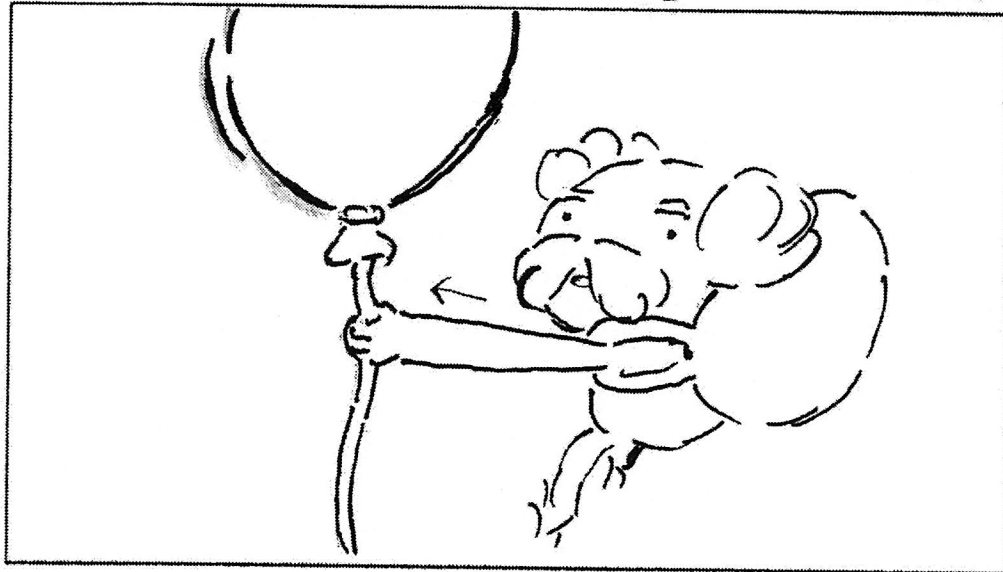
1025/184

1025/184

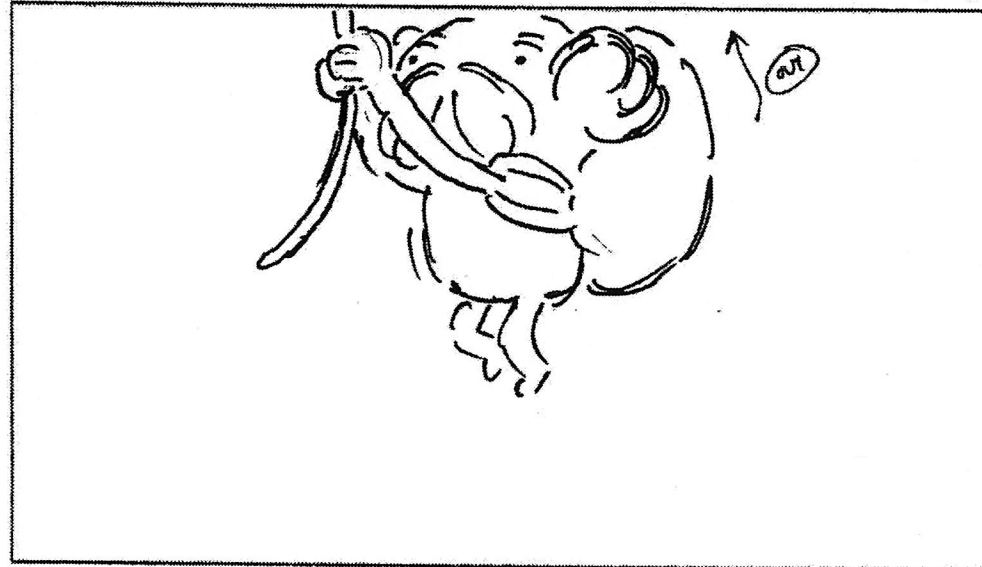
ADVENTURE TIME



Sc. 128 *cont* Pnl. C Bg. day night



Sc. 128 *cont* Pnl. D Bg. day night Page 175 *cont*



Dialog:

E.A.K.: YEAH!

Action:

- E.A.K. GRABS THE BALLOON STRING

- BALLOON PULLS HIM UP OFF/S

Timing:

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Cut

ADVENTURE TIME

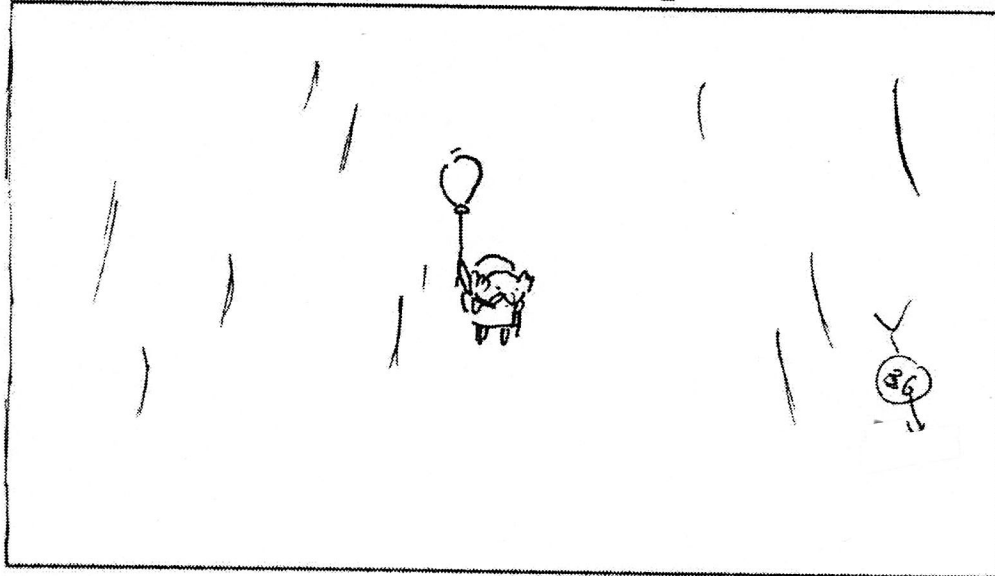


Sc. 129

Pnl. A

Bg.

day night



Sc. 129 CONT

Pnl. B

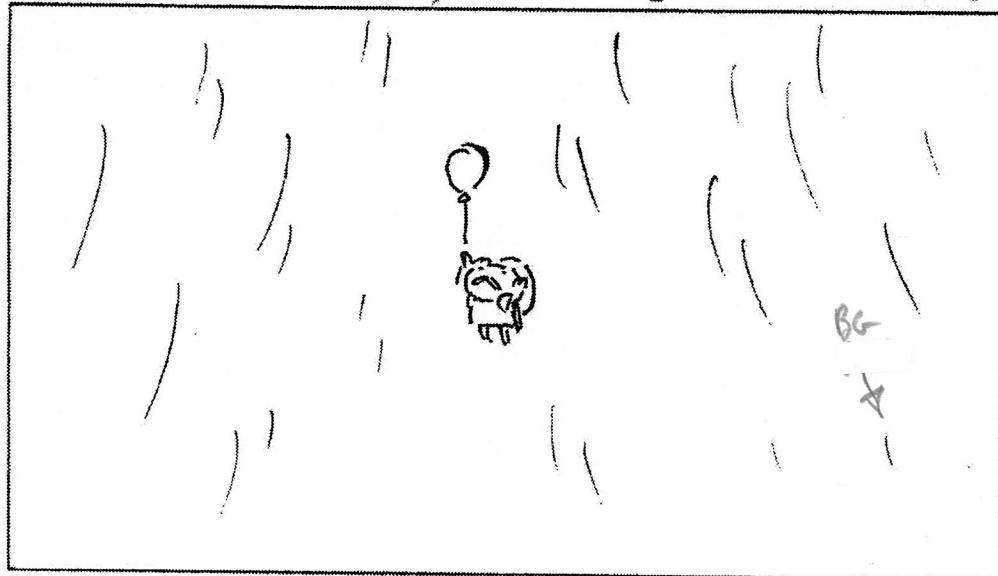
Bg.

Page

176

day night

176A NEXT



Dialog:

Action:

- BG BECOMES MORE CREASED AS
E.A.K. ASCENDS

- E.A.K. LOOKS UP

Timing:

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ADVENTURE TIME



Sc. 129 *cont* Pnl. C

Bg.

day night

Sc. 129 *cont* Pnl. D

Bg.

Page 176A

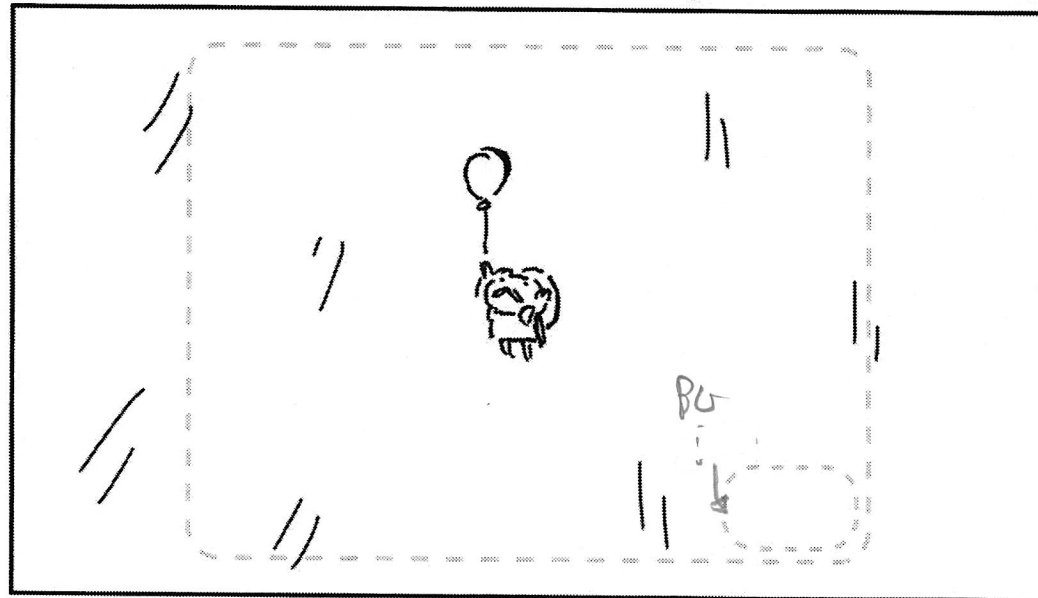
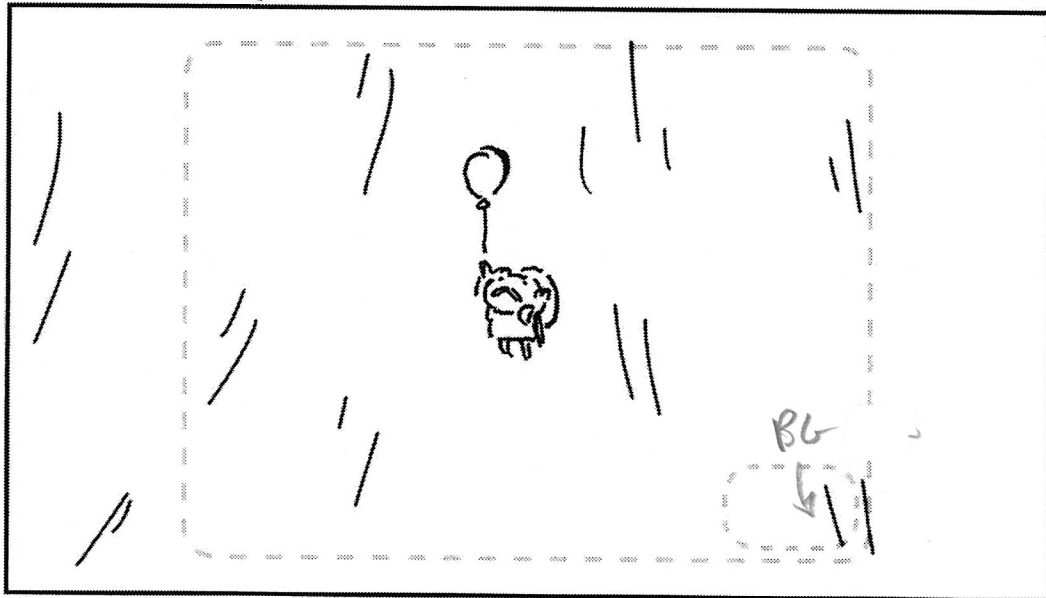
IT NEXT
day night

*Hu
Cut*

EPISODE # 1025-184

1025/184

Production:



Dialog:

Action:

Erik travels up holding onto balloon

Timing:

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1025/184

HW
Cut

ADVENTURE TIME



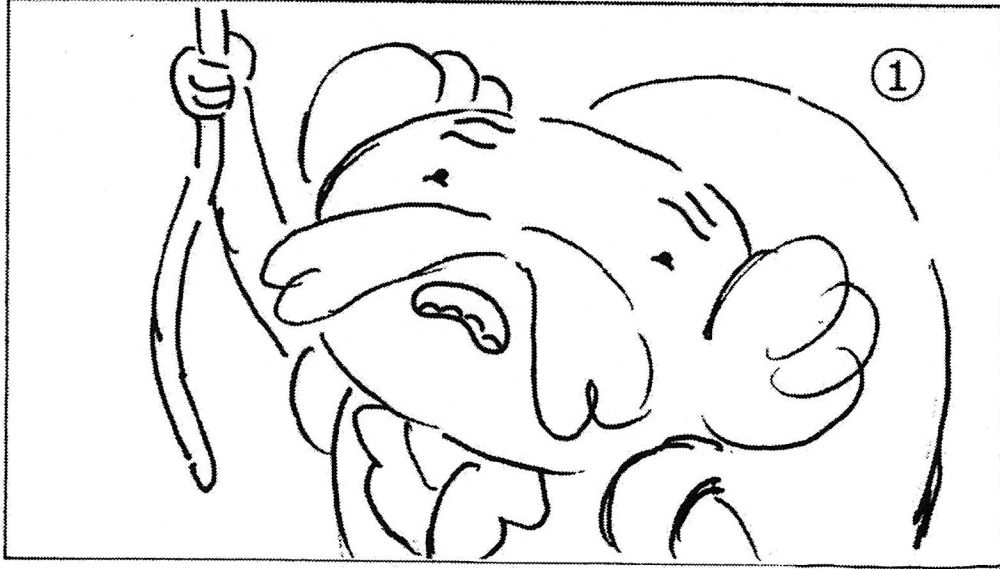
Cut

Sc. 130

Pnl. A

Bg.

day night



Sc. 131

Pnl. A

Bg.

Page 177
day night



Dialog:

E.A.K.: THERE IT IS!
the sky hooooo!!!....

E.A.K.: ...llllllleeeeeeee!

Action:



- E.A.K. FLOATS UP ON

Timing:



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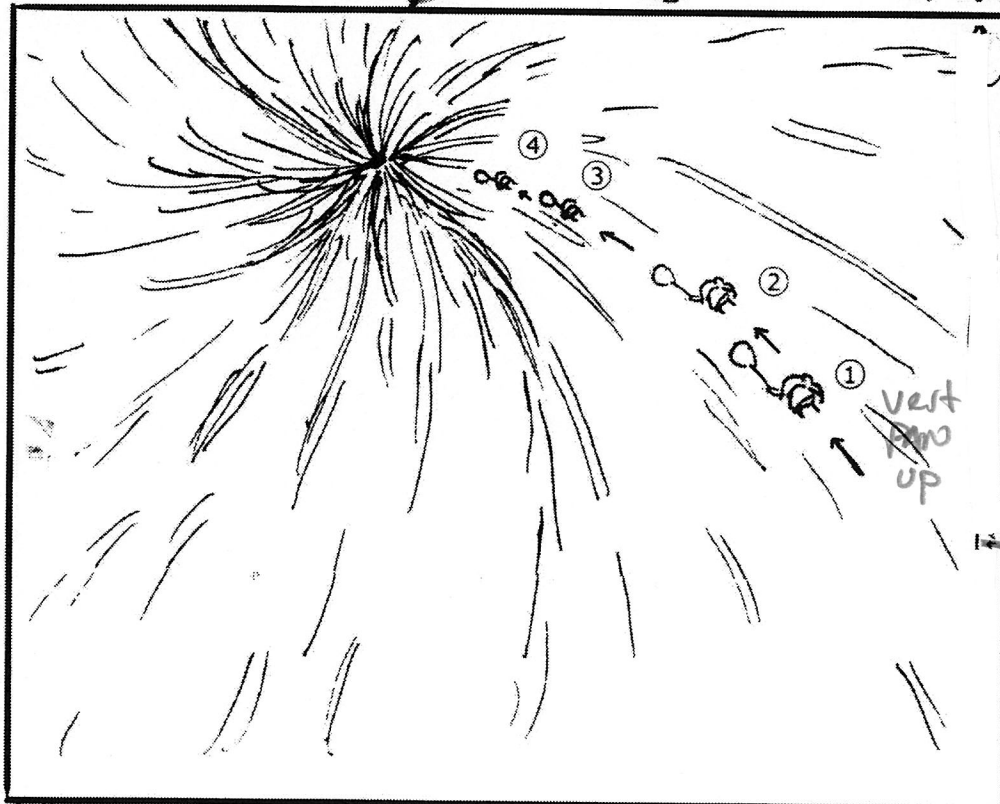
ADVENTURE TIME



Sc. 131 *cont* Pnl. *B*

Bg.

day night



Action:

— EAK FLOATS UP TOWARD HOLE

Timing:

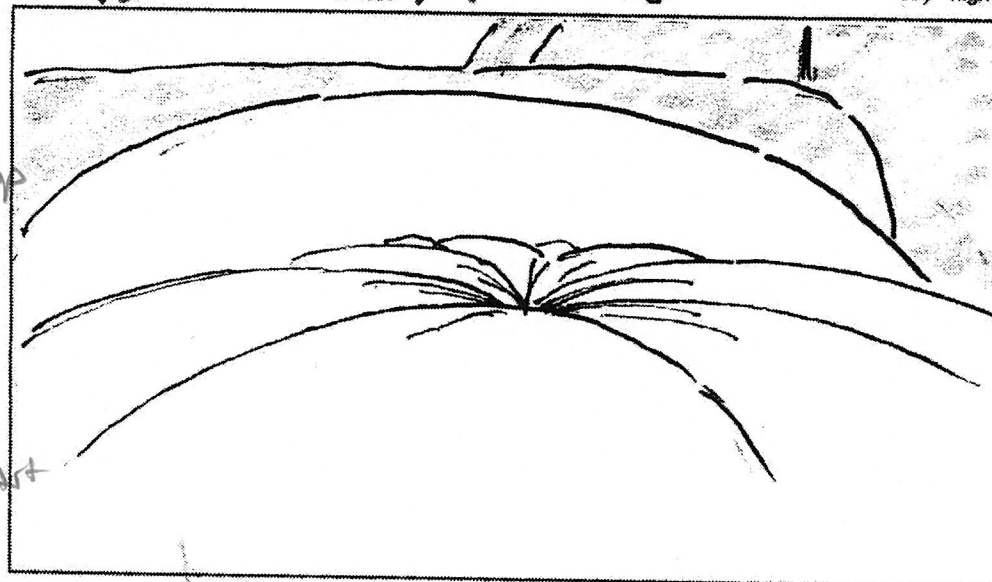
Sc. *132*

Pnl. *A*

Bg.

Page *178*

day night



SFX: * WIND RUSHING *

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Production :

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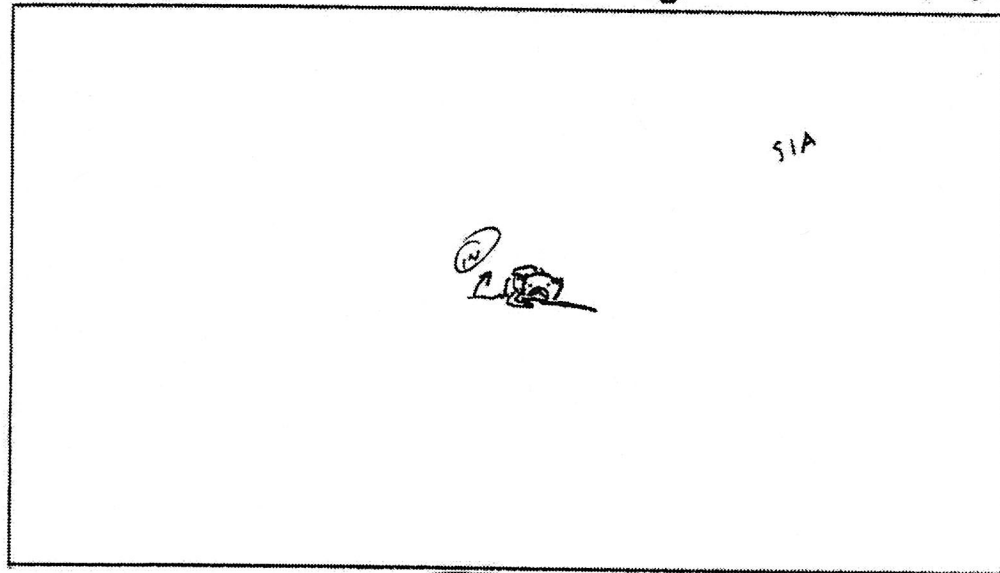
MAY 09 2014

1025/184

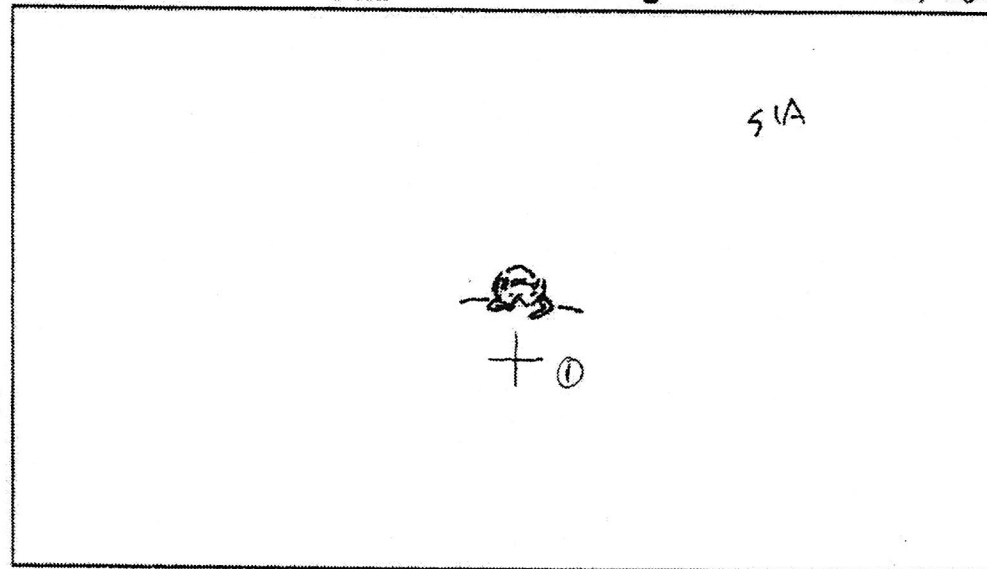
ADVENTURE TIME



Sc. 132 *cont* Pnl. B Bg. day night



Sc. 132 *cont* Pnl. C Bg. day night



Dialog:

EAK: [GRUNT]

EAK: PHOO!

Action:

- EAK HOLDS HIMSELF OUT OF JAKE

Timing:

MAY 09 2014

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EPISODE #

1025/184

Production :

1025/184

1025/184

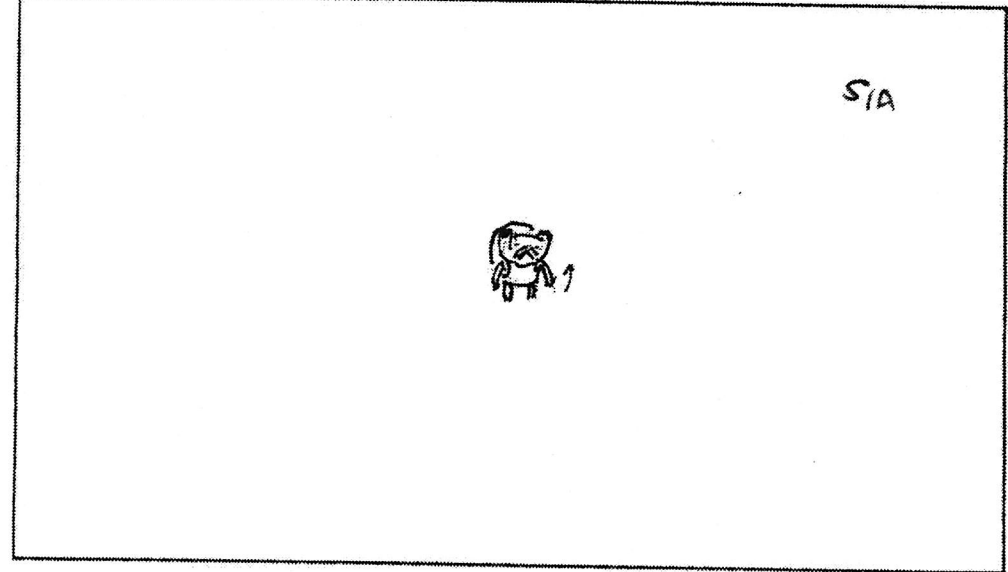
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ADVENTURE TIME



Ho
Cut

Sc. 132 *CONT* Pnl. D Bg. day night



Sc. 133 Pnl. A Bg. day night

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Ho
Cut



Dialog:	<p>EAK : OH MY STARS ...</p> <p>MAY 09 2014</p>
Action:	
Timing:	

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EPISODE #

Production :

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1025/184

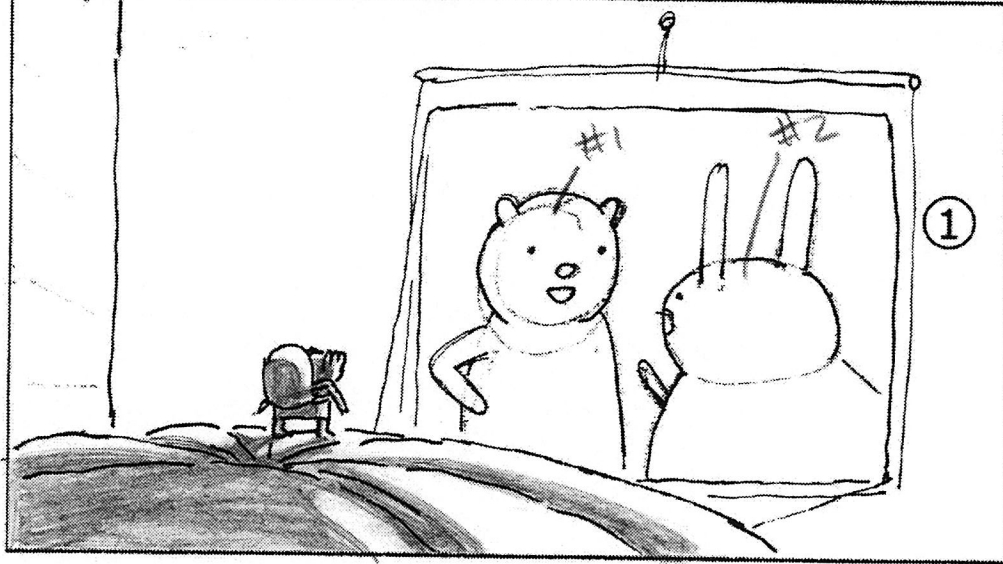
Ho Cut

ADVENTURE TIME

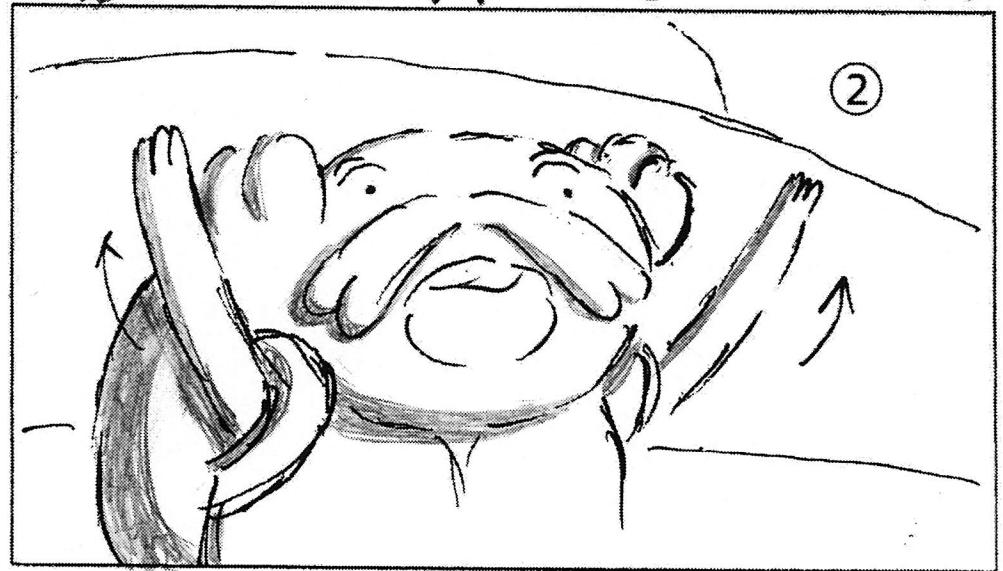


Ho Cut

Sc. 134 Pnl. A Bg. day night



Sc. 135 Pnl. A Bg. day night



Dialog:

EAK: IT'S JUST AS I
ENVISIONED...

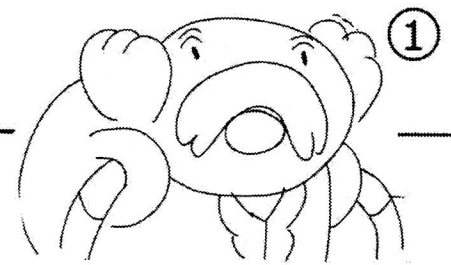
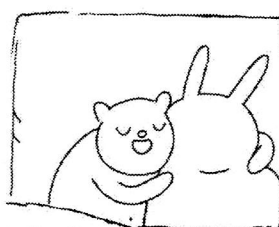
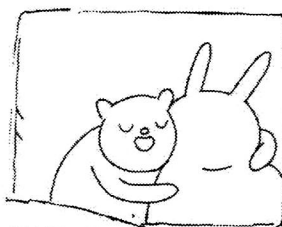
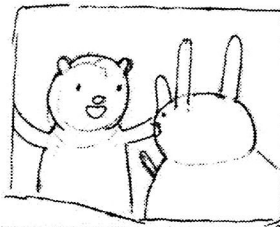
EAK: OH MIGHTY JAKE - GLOBS!
I BESEECH YOUR AID

MAY 09 2014

Action:

— MOVIE PROJECTION ON WALL

Timing:



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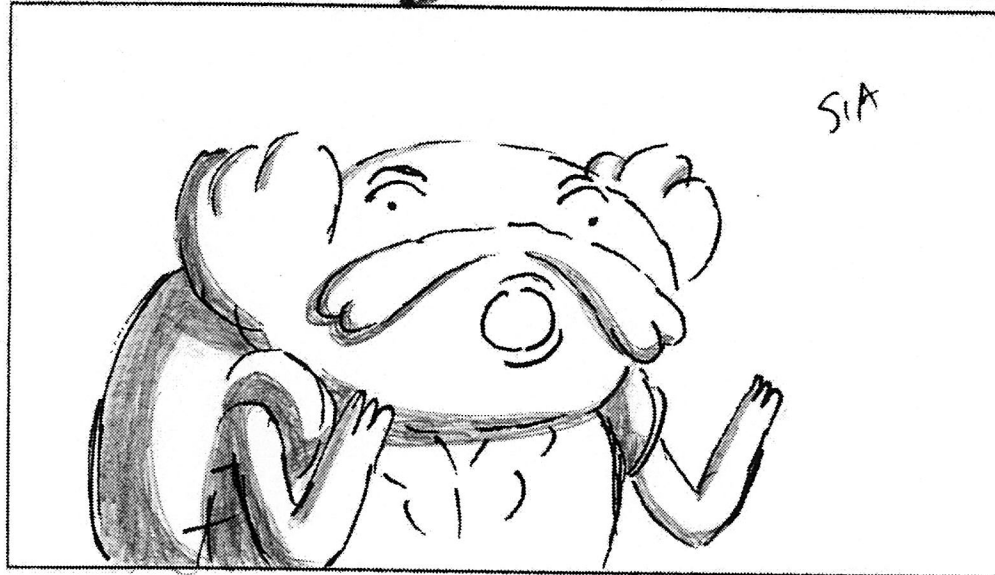
1025/184

Production :

ADVENTURE TIME



Sc. 135 *cont* Pnl. *B* Bg. day night



Sc. 135 *cont* Pnl. *C* Bg. day night



<p>Dialog:</p> <p><i>EAK: DO YOU HAVE ...</i> <i>E: BAGELS !</i></p>	
<p>Action:</p>	
<p>Timing:</p>	

MAY 09 2014

Page *182* *Av*
Cut

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EPISODE #

Production :

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1025/184

1025/184

Hu
cut

ADVENTURE TIME



17u
cut

Sc. 136

Pnl. A

Bg.

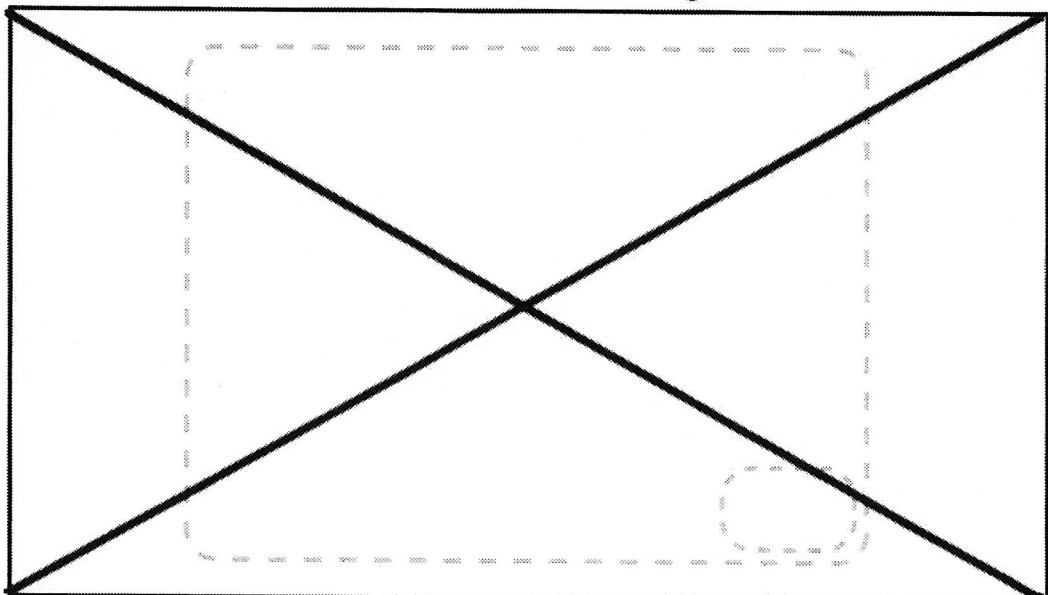
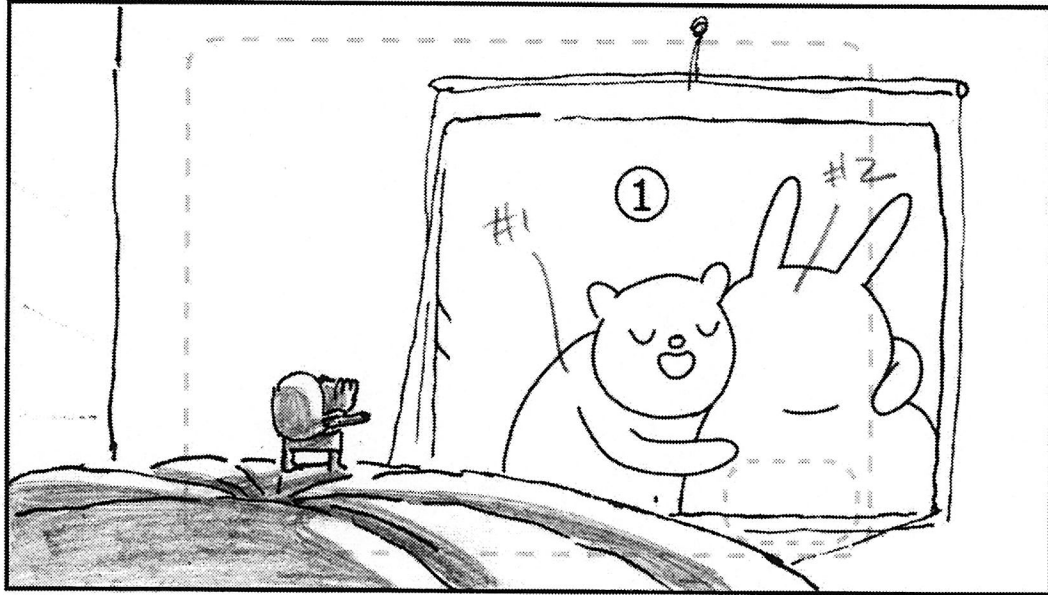
day night

Sc.

Pnl.

Bg.

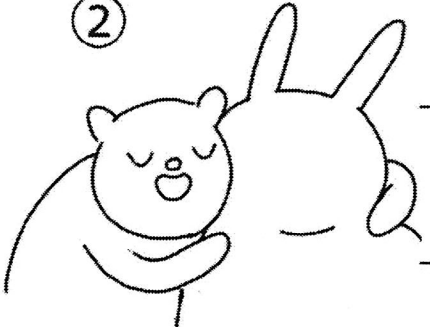
day night



Dialog:

erik: hello?

②



Action:

Timing:

MAY 09 2014

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Production:

1025/184

1025/184

1025/184

1025/184

HO
Cut

ADVENTURE TIME

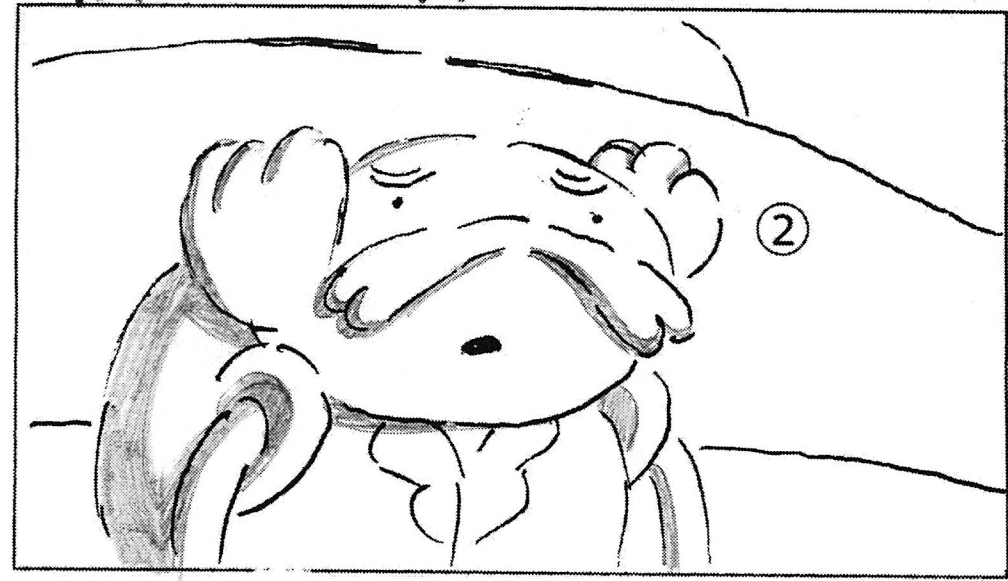


Sc. 137

Pnl. A

Bg.

day night



Sc. 137 CONT Pnl. B

Bg.

day night



Page 184

Dialog:	
EAK : MM.. MAYBE THOSE AREN'T the true GLOBS...	EAK : YEAH.. THEY'RE TOO UGLY TO BE —
Action:	
Timing:	



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ADVENTURE TIME



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Sc. **137 CONT** Pnl. **C**

Bg.

day night

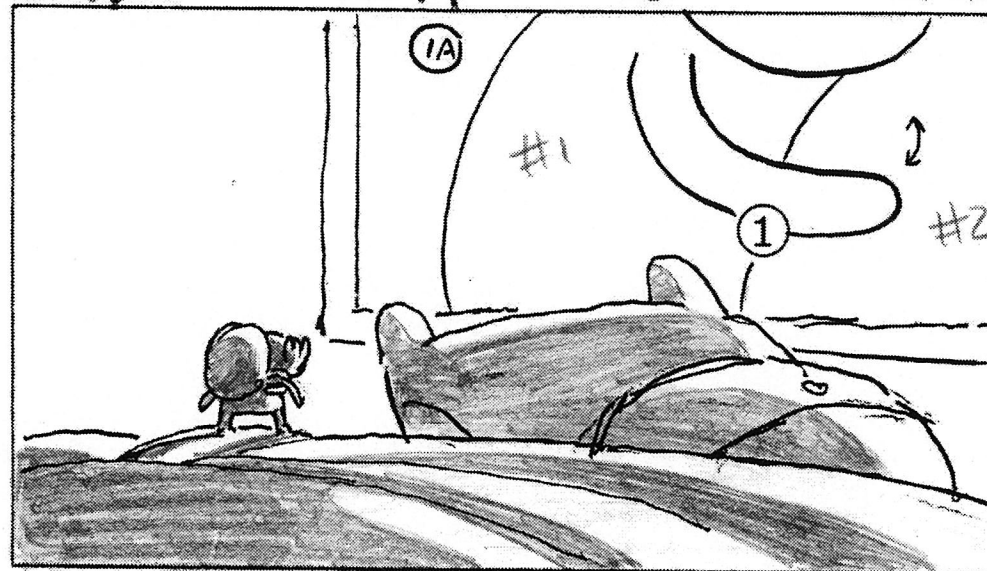


Sc. **138**

Pnl. **A**

Bg.

day night



Dialog:

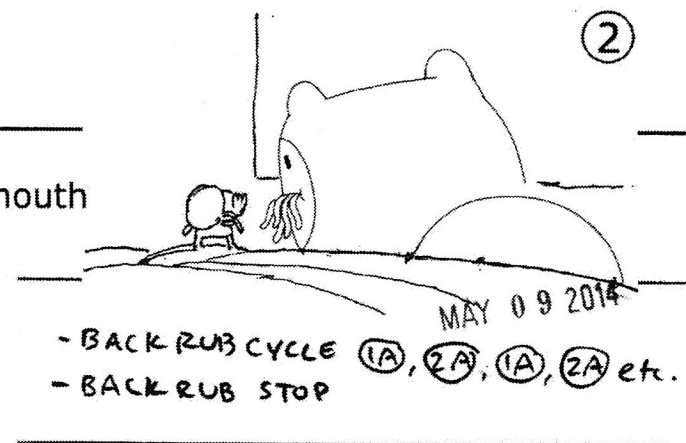
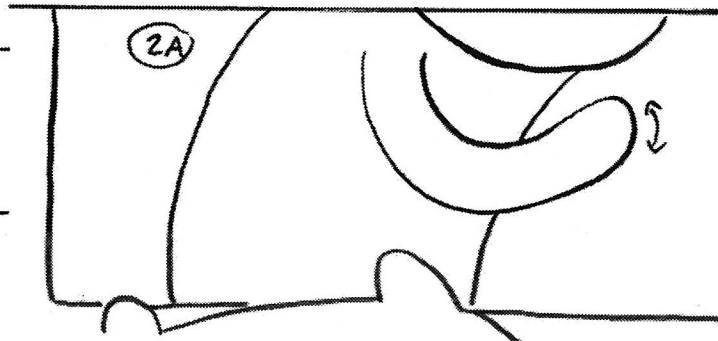
E.A.K. : * GASP *
... ..

Action:

- SHADOW CASTS OVER E.A.K.

finn pops up
with food in mouth

Timing:



- BACK RUB CYCLE 1A, 2A, 1A, 2A etc.
- BACK RUB STOP

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Production :

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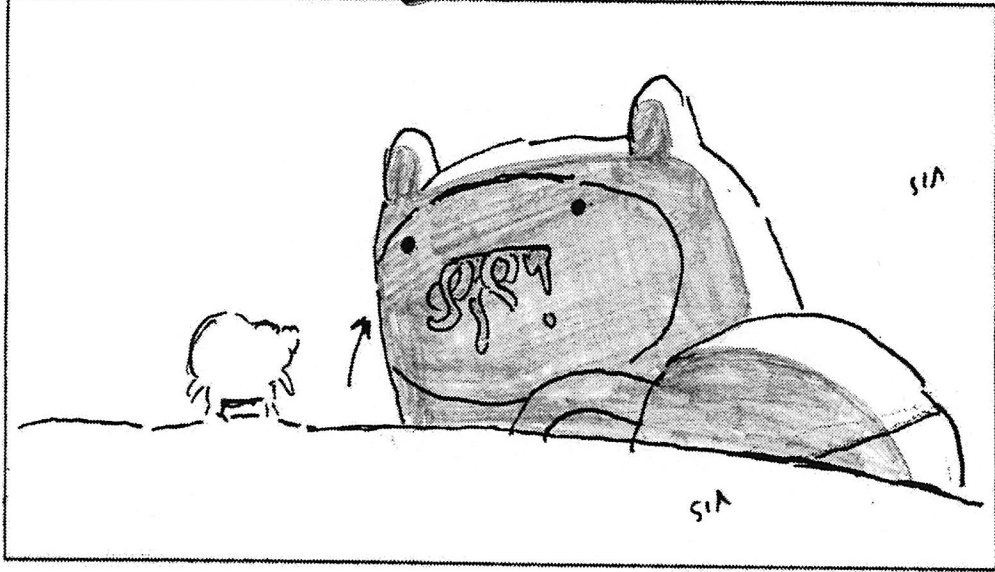
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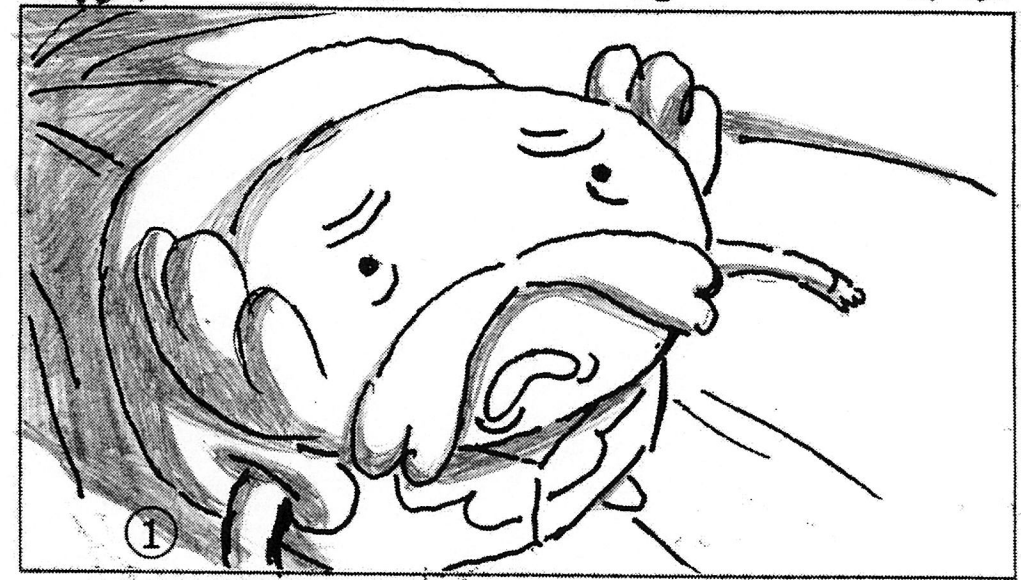
ADVENTURE TIME



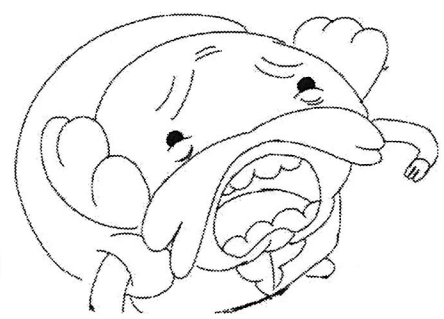
Sc. 138 *CONT* Pnl. *B* Bg. day night



Sc. 139 Pnl. *A* Bg. day night



Dialog:	
<u>SFX:</u> *SQUIRMING*	<u>E:</u> NO...
Action:	
- FINN RISES UP, TURNS HIS HEAD	
Timing:	



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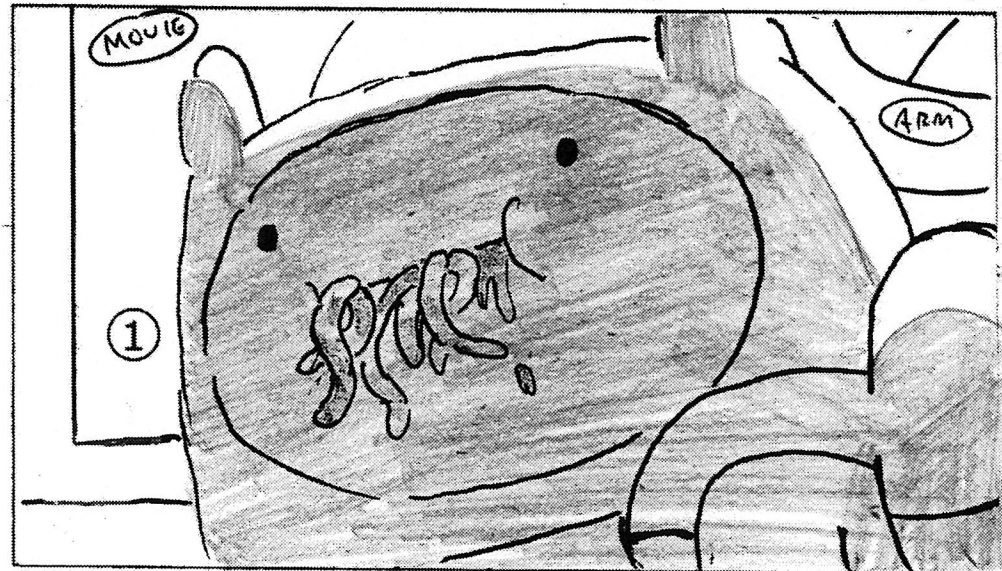
ADVENTURE TIME



Sc. 139 cont Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:

EAK: (SOB)

SFX: L SPLKK *

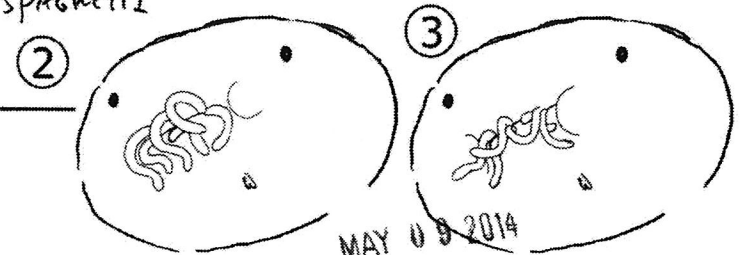
Action:

- GOOPY ORANGE TEARS SUDDENLY
STREAM OUT OF E.A.K.'S EYES

- FINN CHEWS SPAGHETTI

cycle 2 & 3

Timing:



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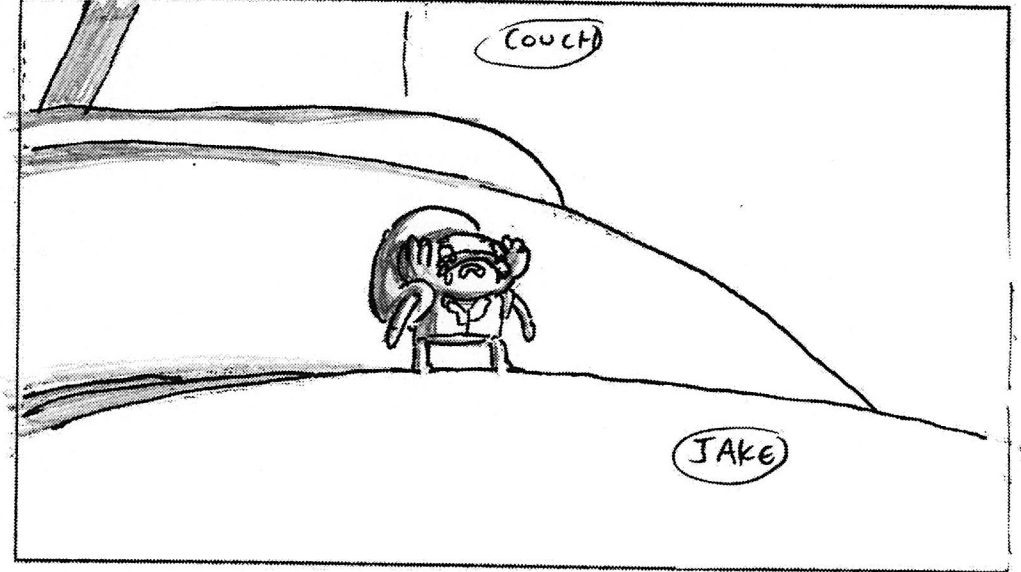
1025/184

Cut

ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 CONT Pnl. B Bg. day night



Dialog:	<u>E.A.K.</u> I THOUGHT YOU'D BE BEAUTIFUL ...	<u>E.A.K.</u> : [SOB] ...but you're not
Action:	- EAK FALLS TO HIS KNEES	
Timing:	MAY 09 2014	

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HV Cut

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Ho
Cut

ADVENTURE TIME



Sc. 142

Pnl. A

Bg.

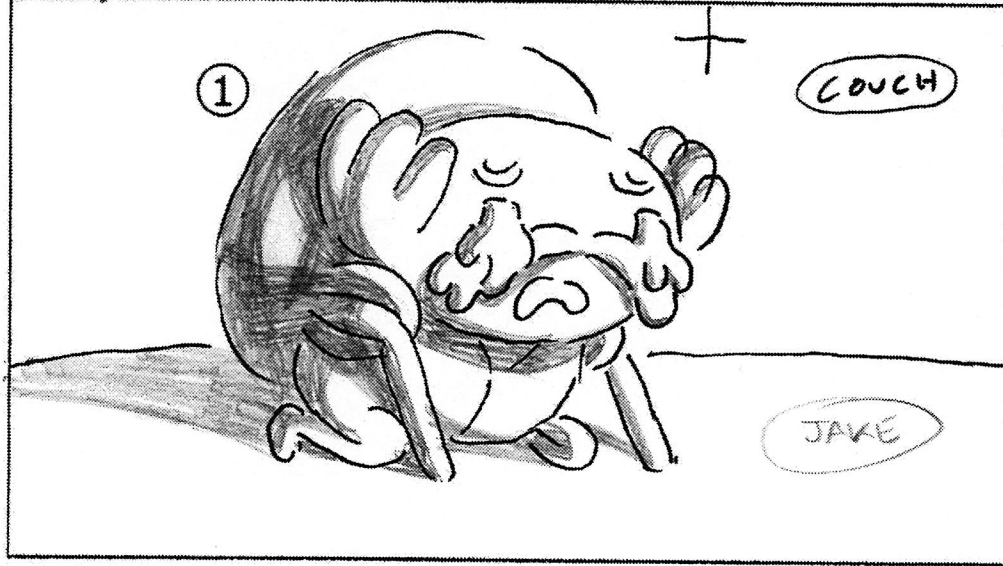
day night

Sc. 142 CONT

Pnl. B

Bg.

Page 189
189A NEXT
day night



Dialog:

EAK: BUT YOU'RE HIDEOUS

E: you're hideous!!

Action:

- TEAR GOOP DRIPS
DOWN EAK'S FACE
- HAIR STARTS TO DROOP/MELT



tears start to melt/turn into goop

Timing:

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Production :

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ADVENTURE TIME



Page 189A

190 NEXT
day night

Sc. 142 *CONT*

Pnl. C

Bg.

day night



Sc. 142 *CONT* Pnl. D

Bg.



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1025/184

Production:

Dialog:

E: Hideous!!!

Action:

-rest of E starts to melt/turn into goop
-E pounds fists

Timing:

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143
CUT

ADVENTURE TIME



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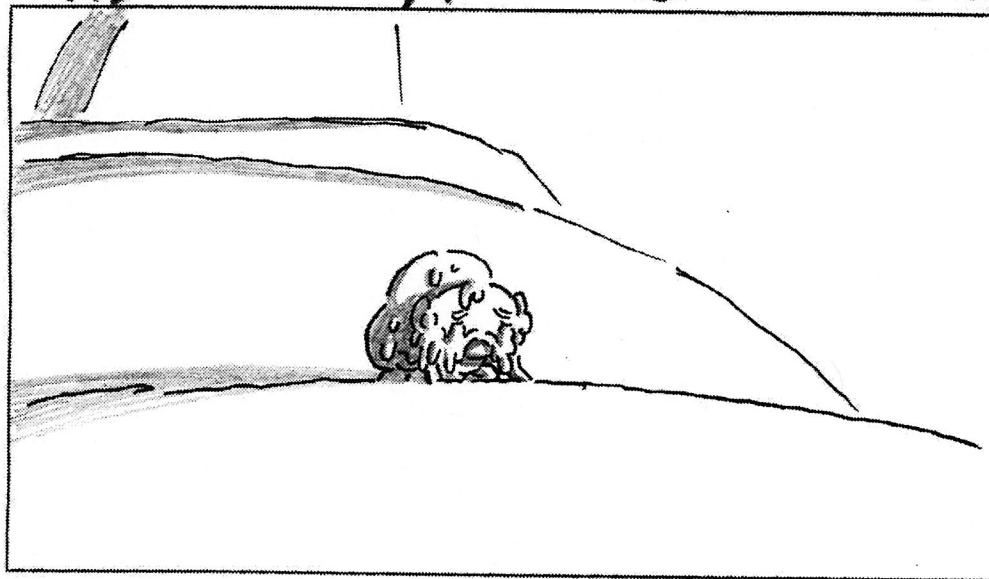
CUT

Sc. **143**

Pnl. **A**

Bg.

day night



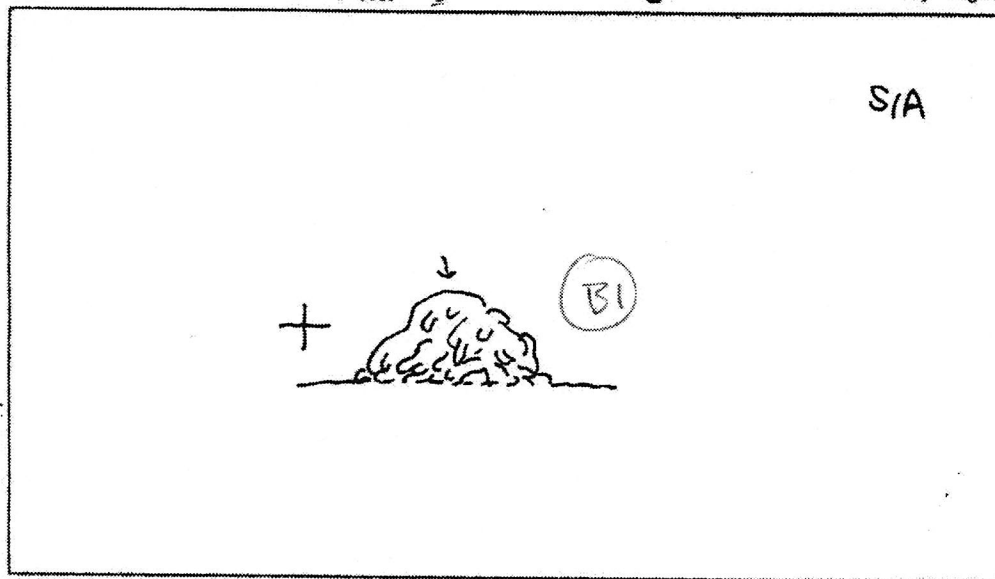
Sc.

143 CONT

Pnl. **B**

Bg.

day night



Dialog:

E: [SOBBING]

SFX: * GLOOP*

Action:

- EAK MEETS

- GETS ABSORBED INTO
JAKE

MAY 09 2011

Timing:



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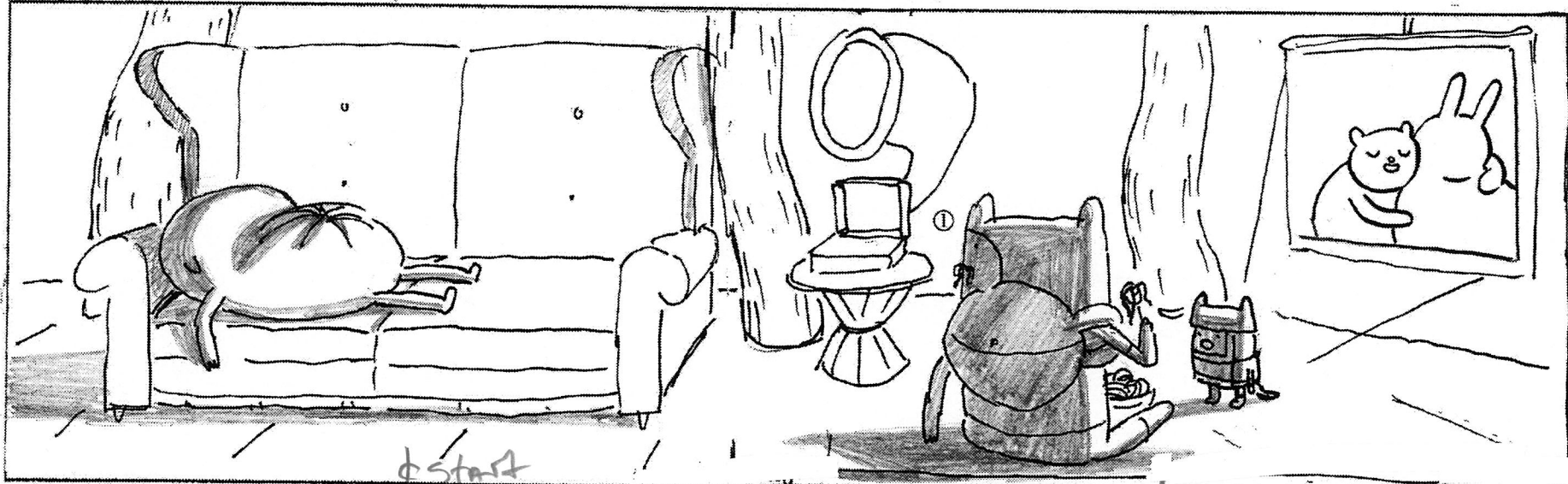
Pnl. A

Bg.

day night

Page 191

day night



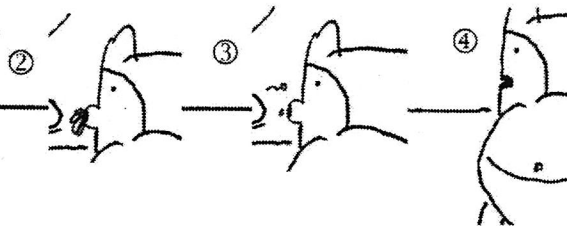
Dialog:

E: (MOUTHFULL) ^{MAN} JAKE'S STILL
ROCKING THAT
FREAKY BELLY BUTTON ?.

Action:

— PAN RIGHT TO FINN
BMO WEARING KNIT CLOTHES

Timing:



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ADVENTURE TIME



Cut

Sc.

144 cont Pnl. B

Bg.

day night

Sc.

145

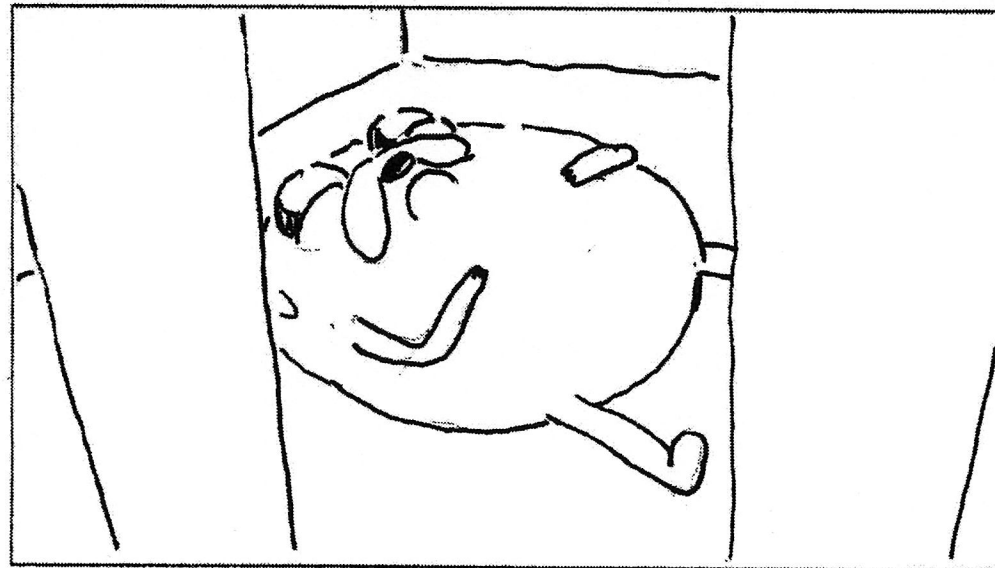
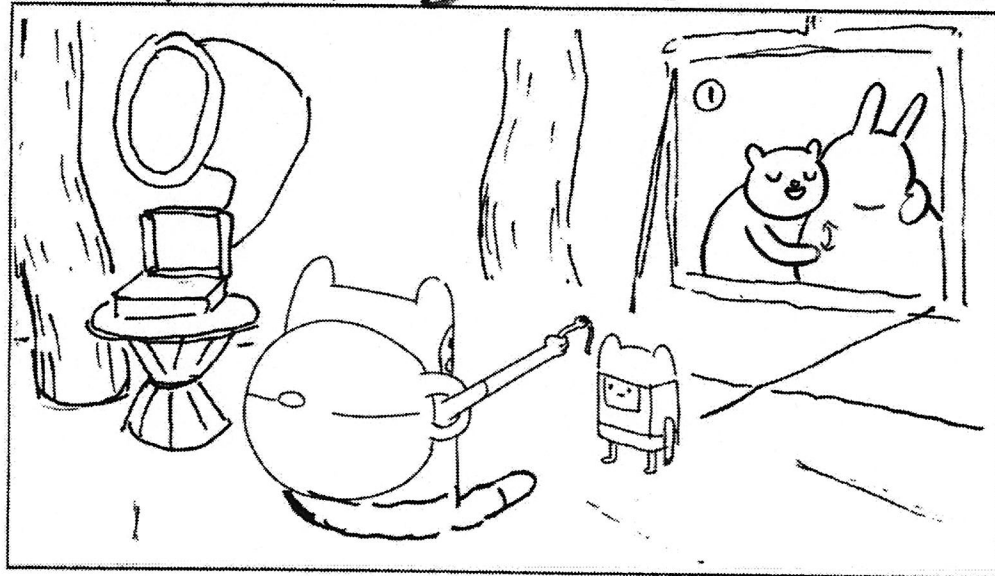
Pnl. A

Bg.

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day night



Dialog:

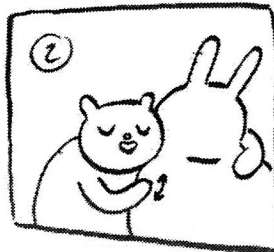
F. (MOUTH FULL)
BMO, RESUME [EATING SOUNDS]

Action:

- BMO TURNS AROUND, PUTS
MOVIE BACK ON
- FINN TURNS AROUND, CONTINUES EATING

Timing:

-HUG CYCLE ①, ②, ①, ② etc.



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ADVENTURE TIME



Cut

Sc. 145 CONT

Pnl. B

Bg.

day night

Sc.

145A

Pnl. A

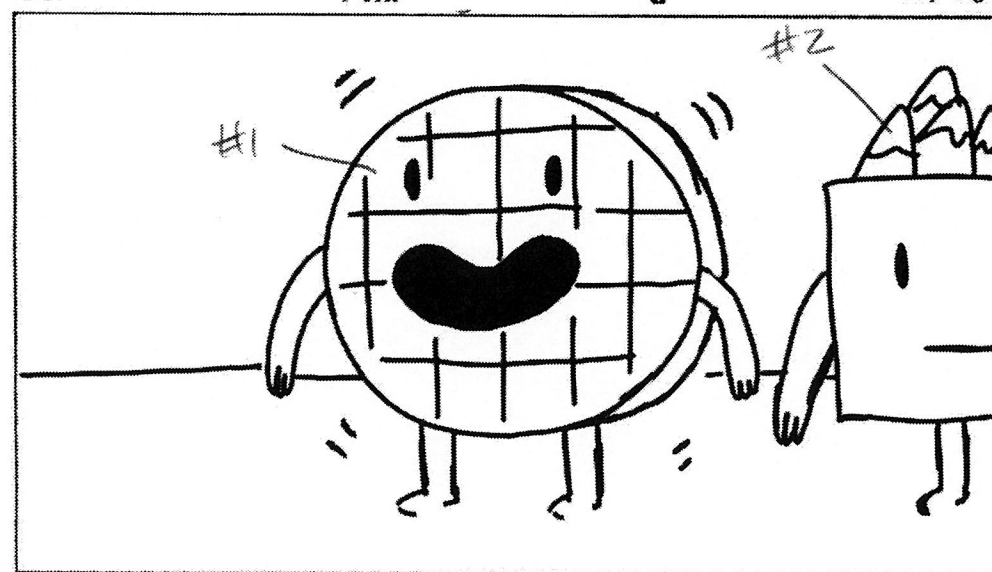
Bg.


Page

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day night

Cut



Dialog:	
Jake: Spaghetti...	SFX : (RUMBLE)
Action:	
-INT. JAKE CELL, (B1) 	- JAKES STOMACH GRUMBLES
Timing:	
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ADVENTURE TIME



NO SC'S
147-148

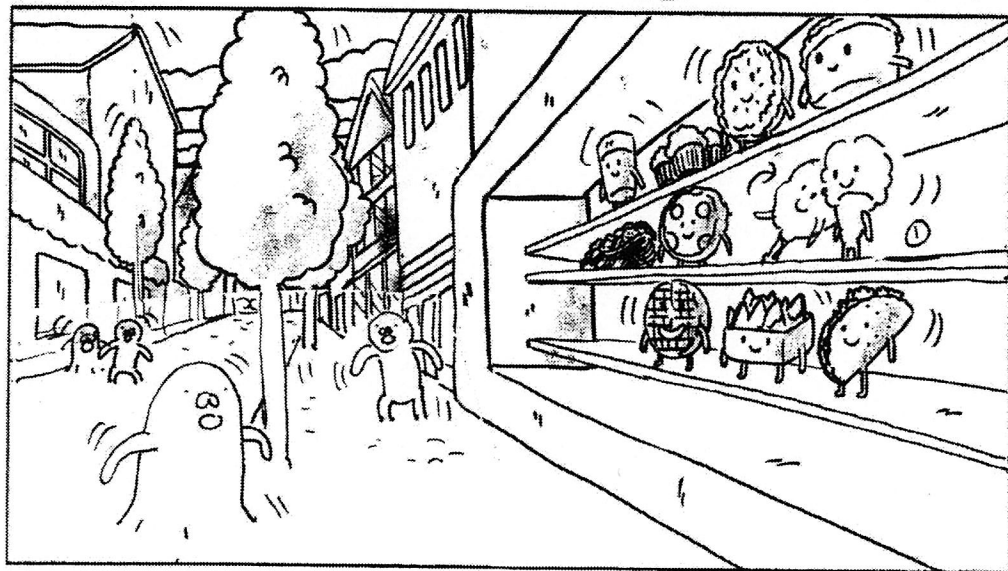
Page 194
NO PGS 195-196
day night

Sc. 146

Pnl. A

Bg.

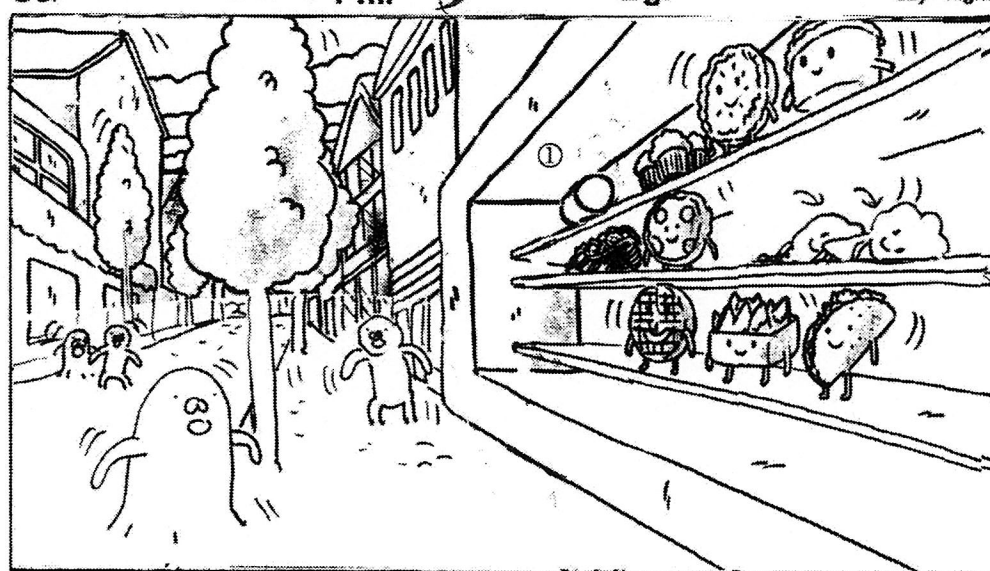
day night



Sc. 146 CONT

Pnl. B

Bg.



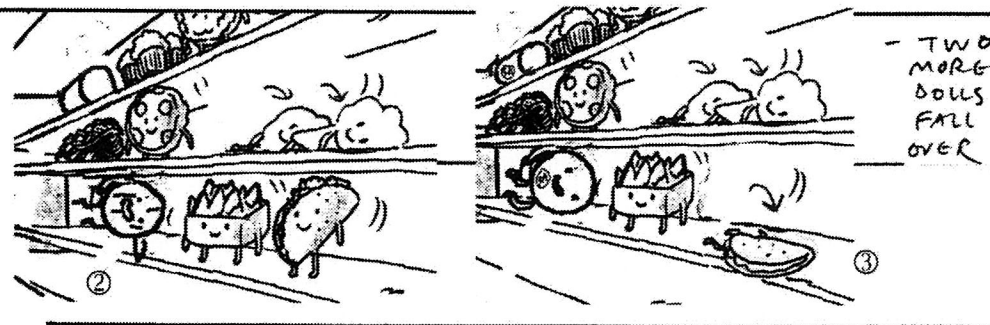
Dialog:

JAKE
PEOPLE : [GROWING
PANIC WALLA]

Action:

- QUAKE IN THE SHOPPING CENTER
- TWO DOLLS FALL OVER

Timing:



- TWO
MORE
DOLLS
FALL
OVER

EPISODE # 1025-184

Production :

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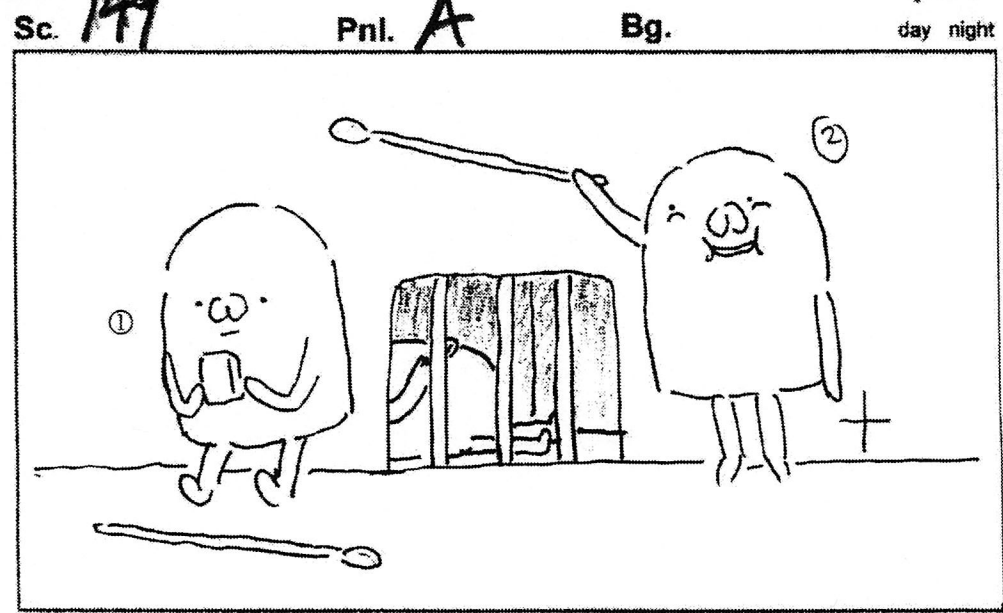
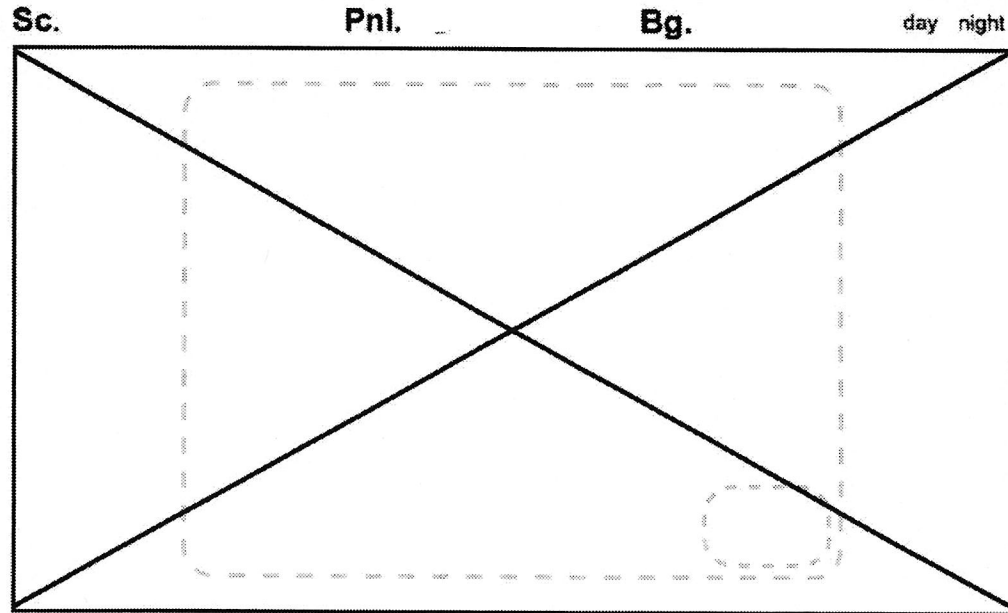
1025/184

ADVENTURE TIME



Cut

Page 197



Dialog:

Action:

Timing:

G1: DON'T,

GUARD #2 : (STIFLED CHUCKLE)

- GUARD2 ABOVE TO GUARD1
TAP WITH SPEAK

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ADVENTURE TIME

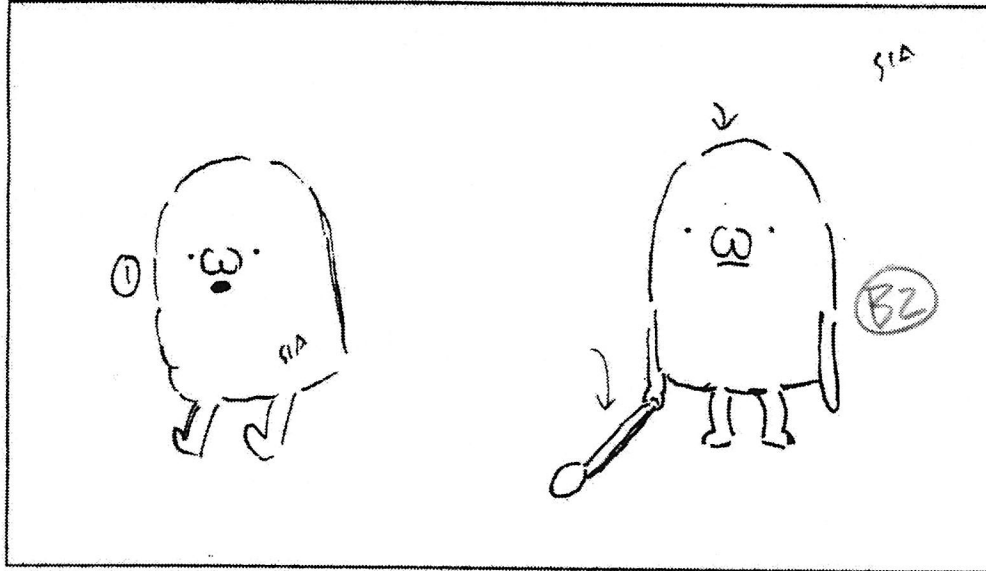


Sc.

149 cont Pnl. B

Bg.

day night

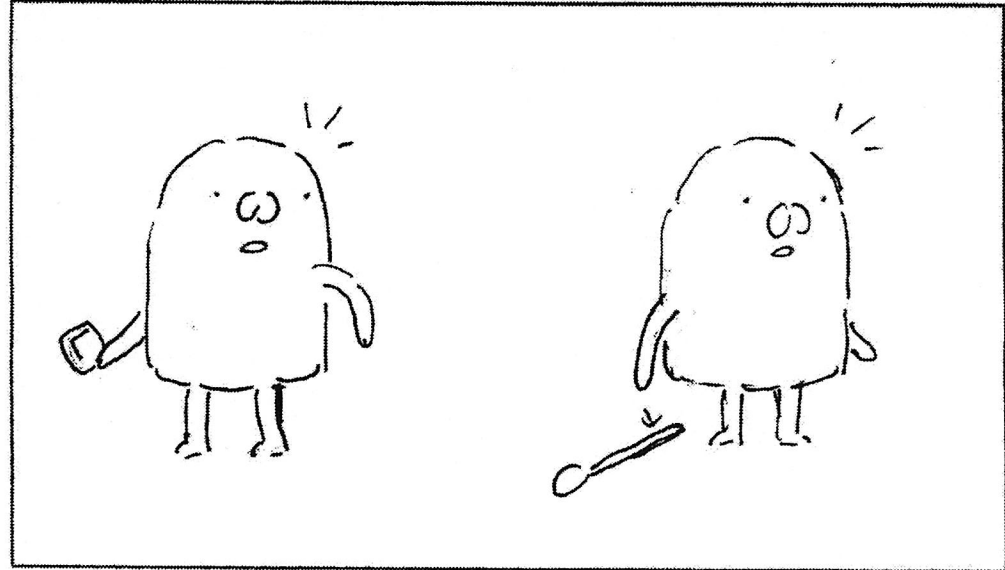


Sc.

149 cont Pnl. C

Bg.

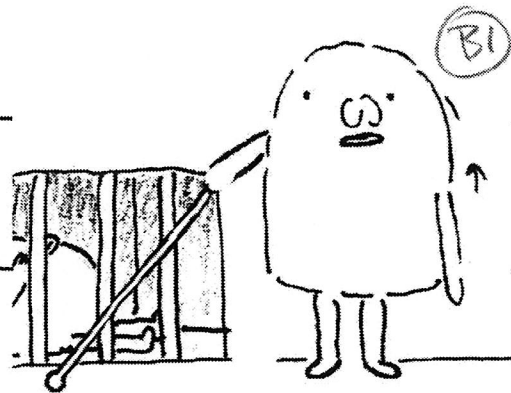
day night



Dialog:

Action:

Timing:



SFX: (OFF/IS) (SLAP SLAP SLAP SLAP)

GUARD #1: HUH?

GUARD #2

- GUARDS LOOK OVER

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HW
Cut

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Production :

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ADVENTURE TIME



Page **199**

Sc. Pnl. Bg. day night

Sc. **150** Pnl. **A** Bg. day night

Dialog:

Action:

Timing:

SFX: SLAP SLAP SLAP SLAP

—GOOSE POPS OUT OF A BUSH, BOBB UP AND DOWN SLAPPING JOWELS TOGETHER (A) ↔ (B) CYCLE SX

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Hu Cut

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Production :

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ADVENTURE TIME

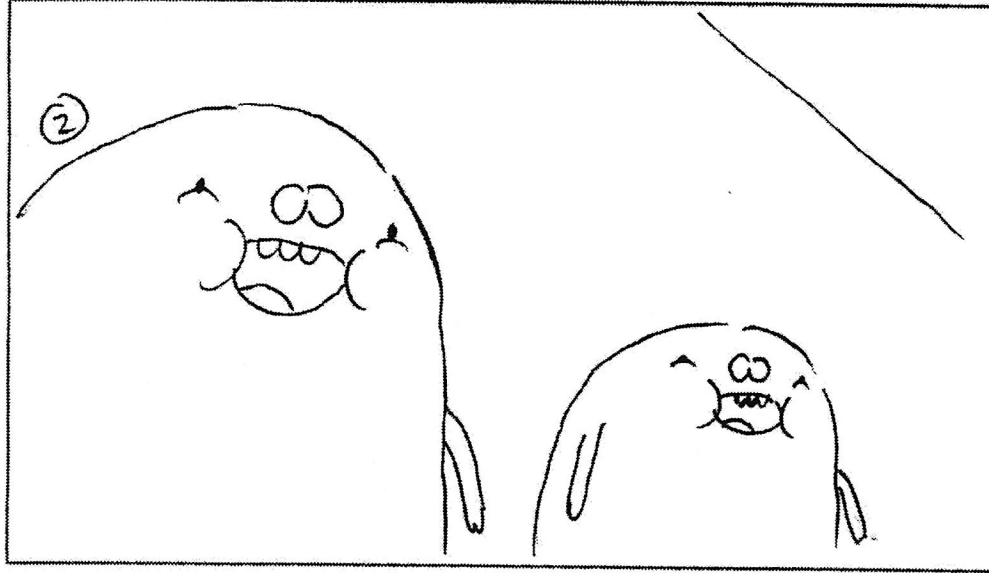


Sc. 151

Pnl. A

Bg.

day night



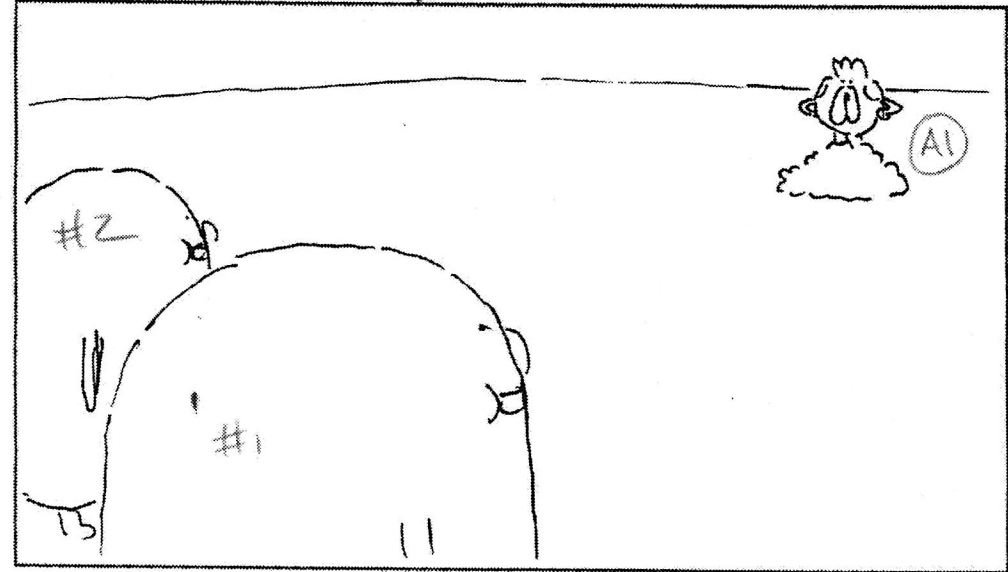
Sc. 152

Pnl. A

Bg.

Page 200

day night

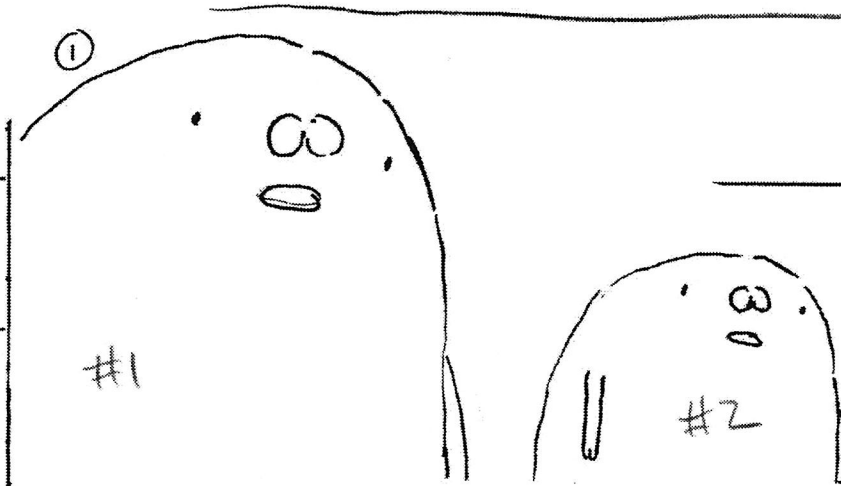


Dialog:

GUARDS #1 + #2
HA HA HA
HA HA

Action:

Timing:



- GOOSE SLAPPING
TOWERS

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Production :

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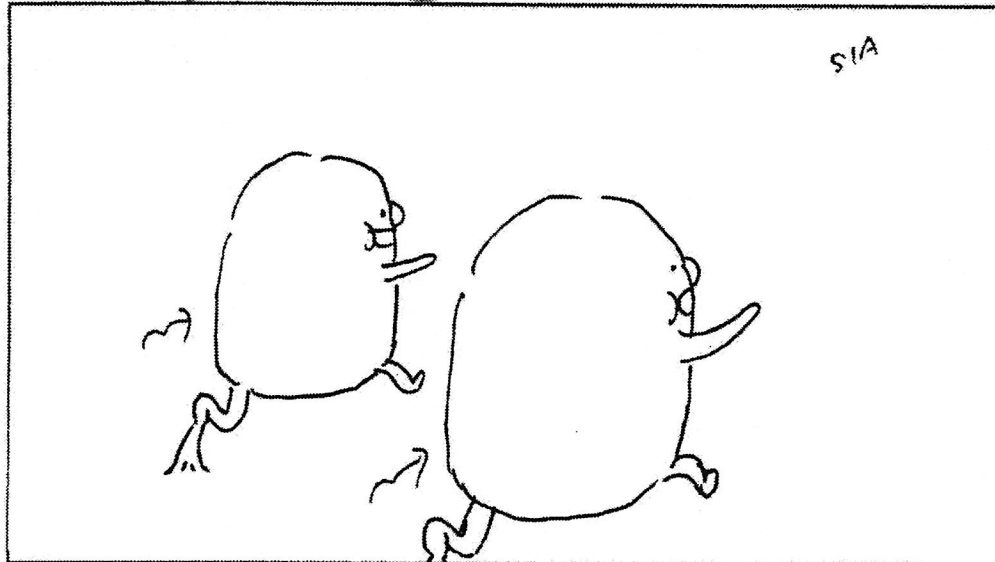
1025/184

ADVENTURE TIME

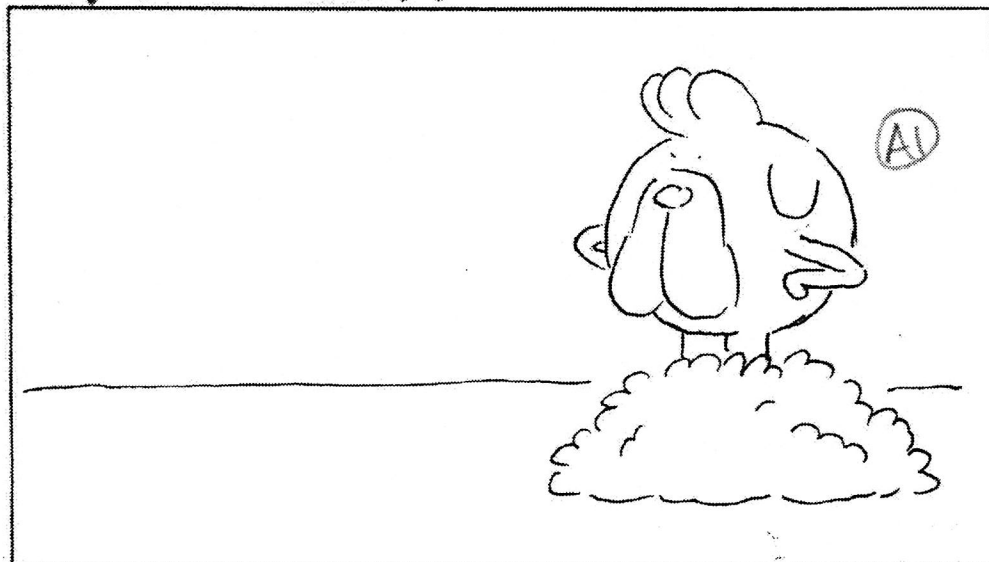


Page **201**

Sc. **152 cont** Pnl. **B** Bg. day night



Sc. **153** Pnl. **A** Bg. day night

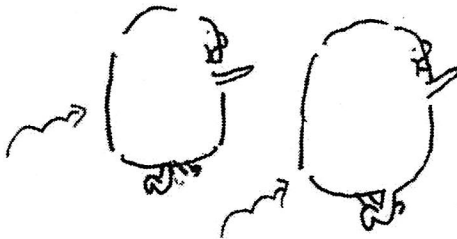


Dialog: GUARDS : HA HA HA HA HA

Action: - GUARDS RUN TO GOOSE

- GOOSE SLAPPING TOWELS
(A) ↔ (B)

Timing:



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1025/184

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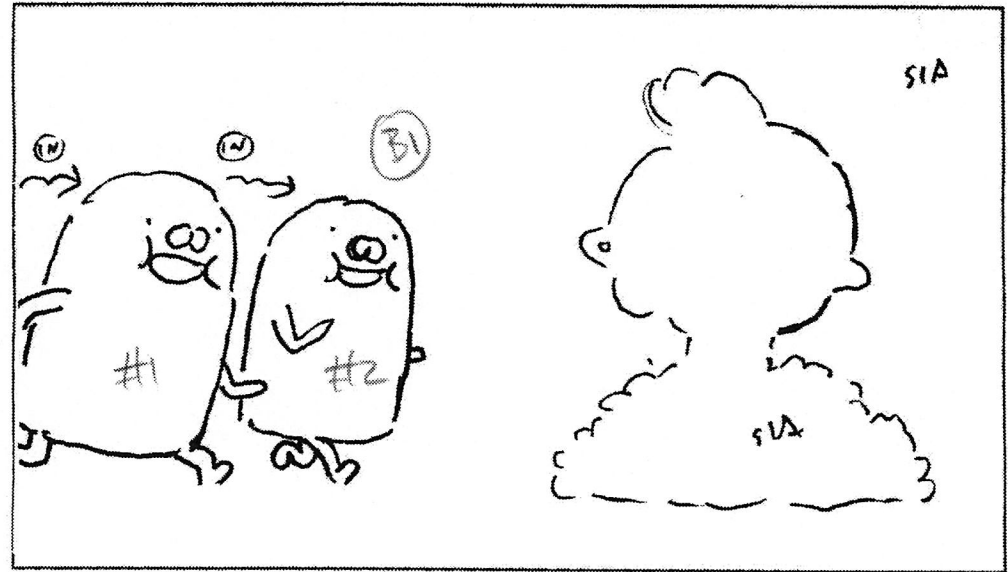
1025/184

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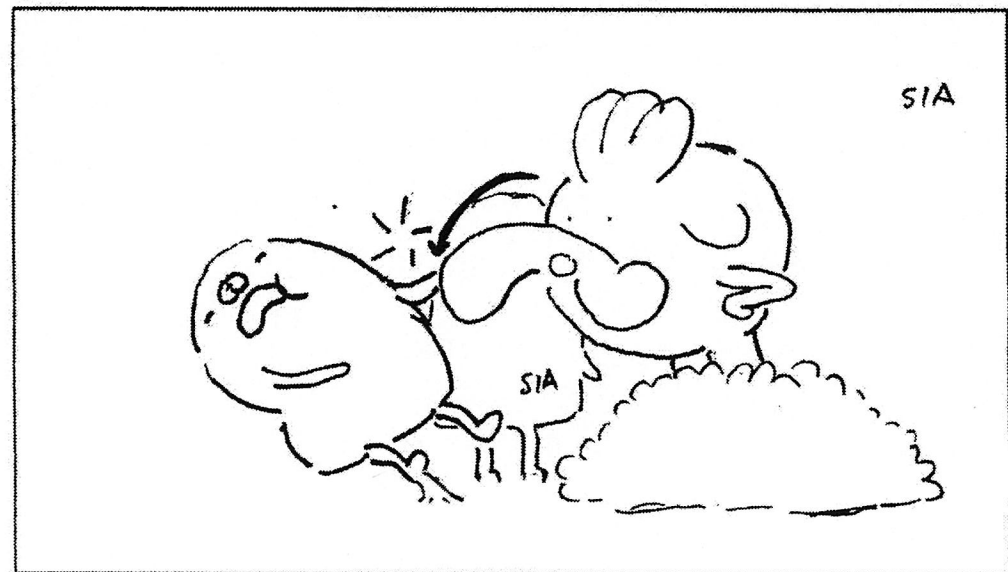
ADVENTURE TIME



Sc. 153 CONT Pnl. B Bg. day night



Sc. 153 CONT Pnl. C Bg. day night



Dialog:
G1: HEY YOU'RE
HILARIO —

Action:
- GUARDS RUN
ON/5
- GOOSE BOBBING/
SLAPPING

Timing:

SFX: (SLAP)
G1: UH!

- GOOSE SLAPS
GUARD AS HE BOBS UP

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1025/184

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Production :

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1025/184

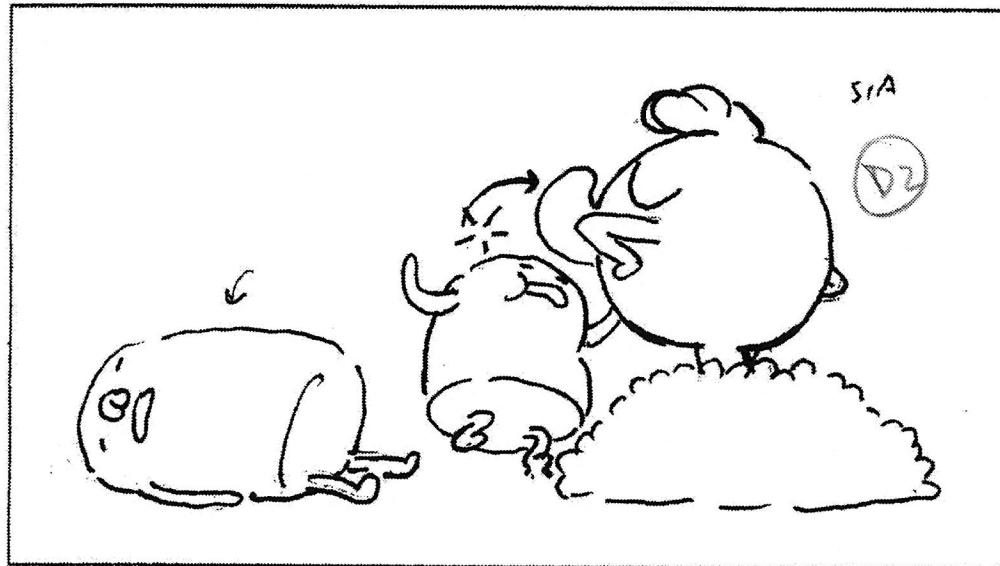
ADVENTURE TIME



Sc. 153 *cont* Pnl. D

Bg.

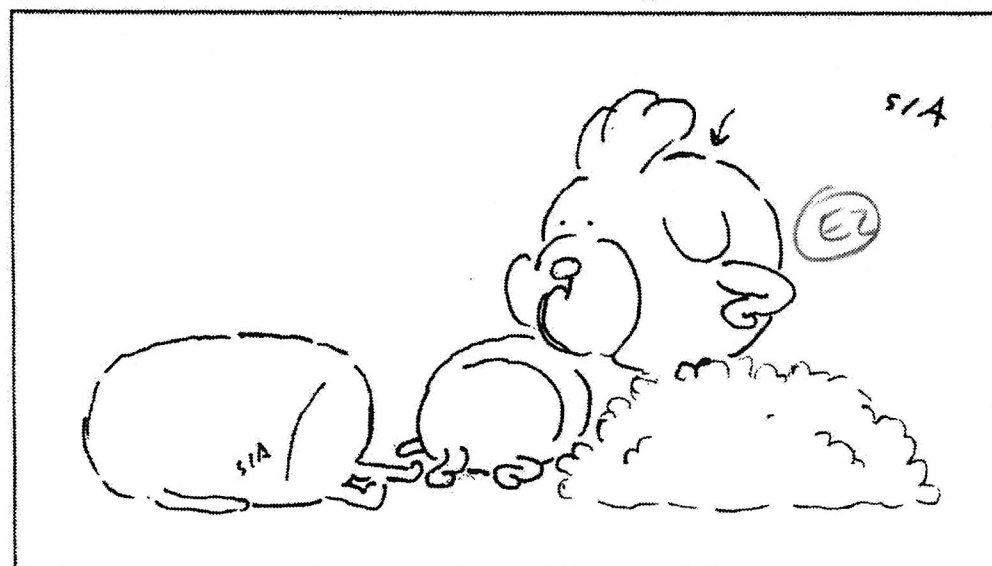
day night



Sc. 153 *cont* Pnl. E

Bg.

day night



Dialog:

GHZ : [KNOCKED OUT]

Action:

- GOOSE SLAPS
OTHER GUARD

Timing:



— (WITHOUT PAUSING)
ANTICS DOWN



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1025/184

Production :

1025/184

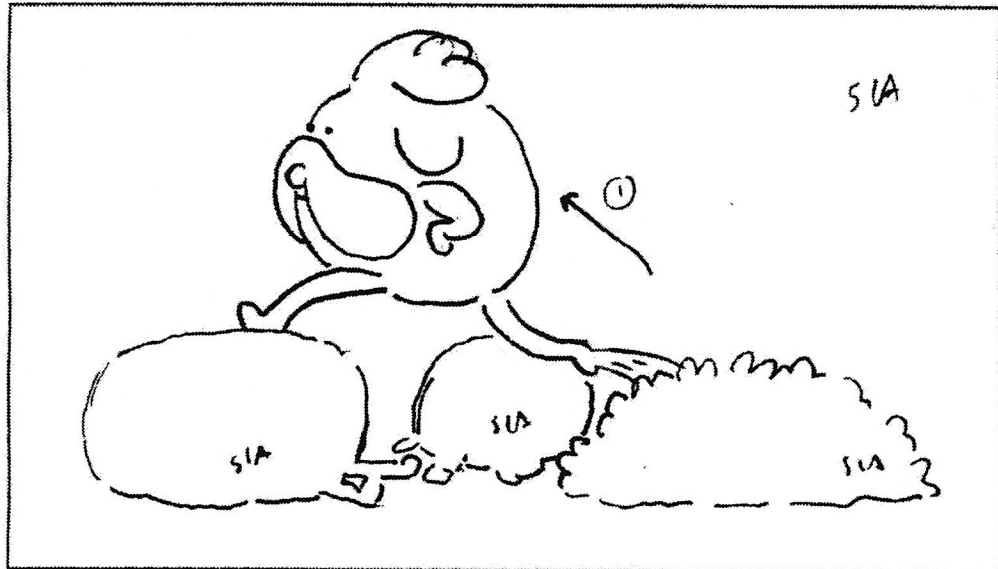
ADVENTURE TIME



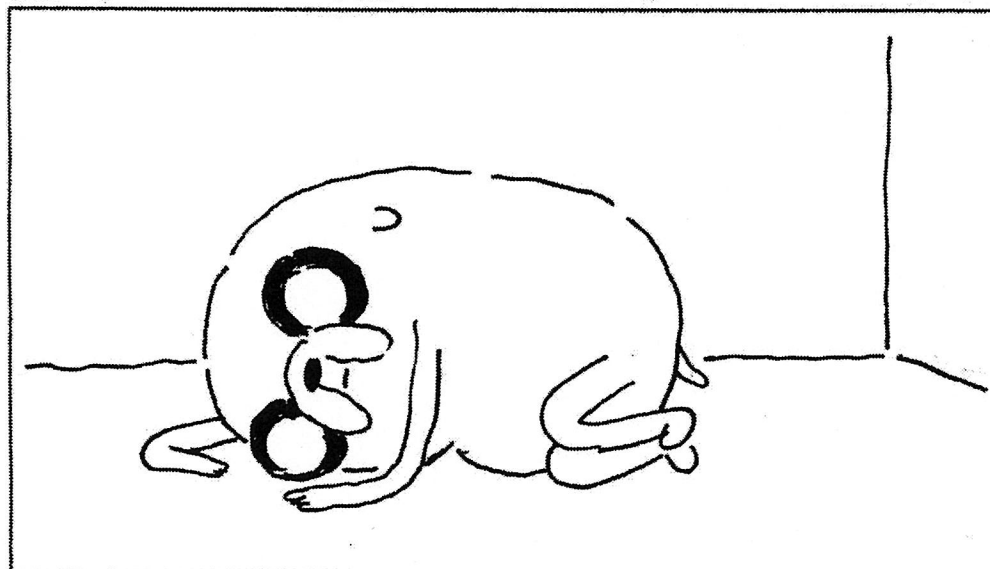
Cut

Page *204*
day night

Sc. 153 *CONT* Pnl. F Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog:

Action: - G LEAPS AWAY OFF/S

Timing:



- JACK IN HIS CELL

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Production :

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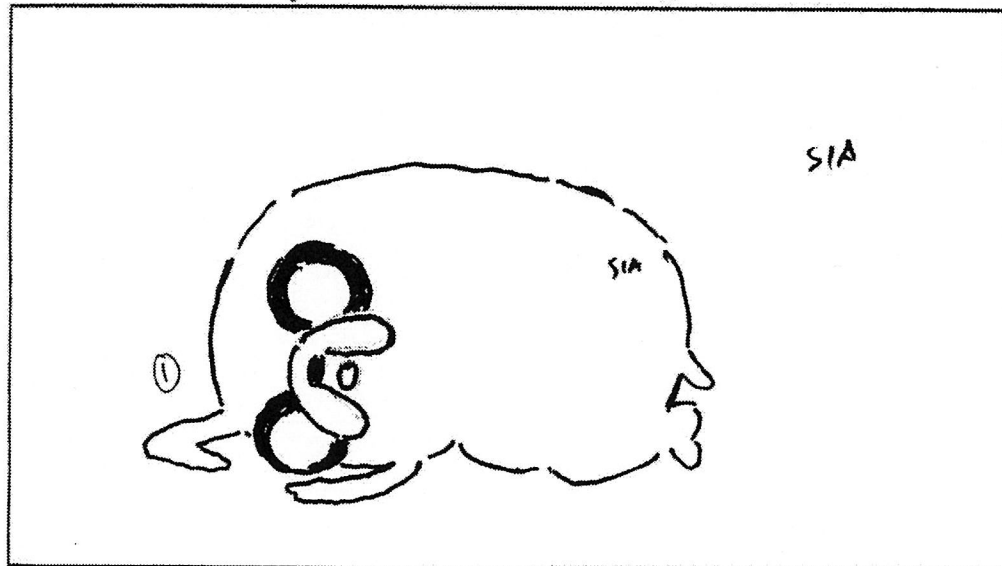
ADVENTURE TIME



Sc. 154 *CONT* Pnl. *B*

Bg.

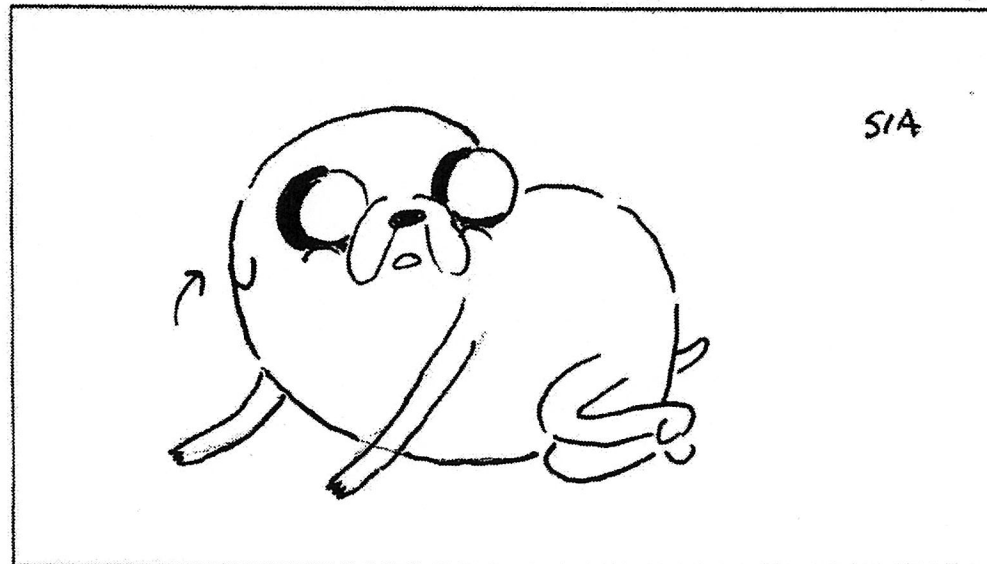
day night



Sc. 154 *CONT* Pnl. *C*

Bg.

Page *205*
day night



Dialog:

J : (SIGH)

G : (OFF/S) [STRAINING] HOOHUUH...

Action:

J : HUH?

- *J* LOOKS UP

Timing:



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*Ad
Cut*

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Production :

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1025/184

140 cut

ADVENTURE TIME

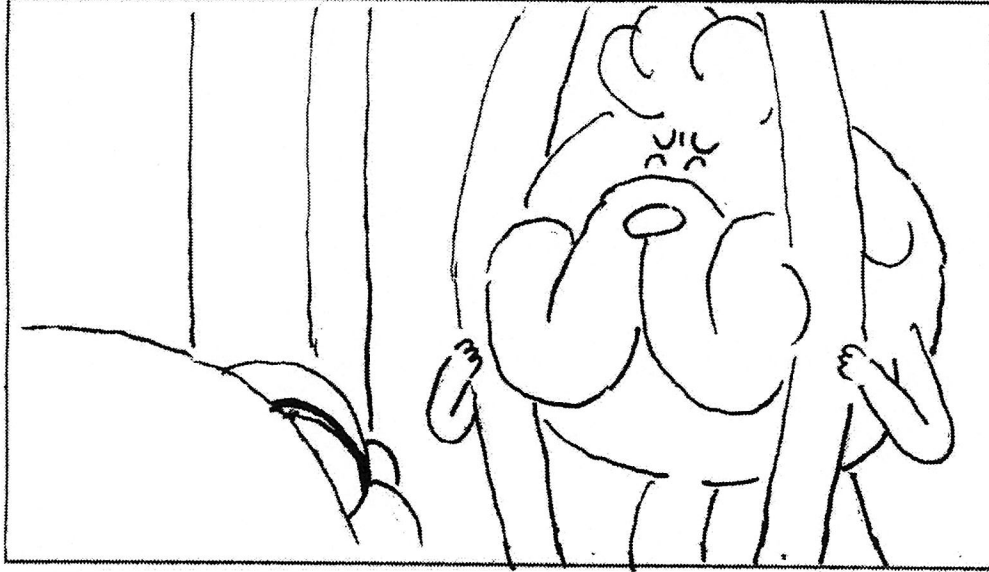


Sc. 155

Pnl. A

Bg.

day night



Sc. 155 CONT Pnl. B

Bg.

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day night



Dialog:

G : HNN GGG

J : GOOSE ! ?

Action:

- GOOSE BENDS APART CAGE BARS
WITH HIS JOWELS

Timing:

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Production :

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ADVENTURE TIME

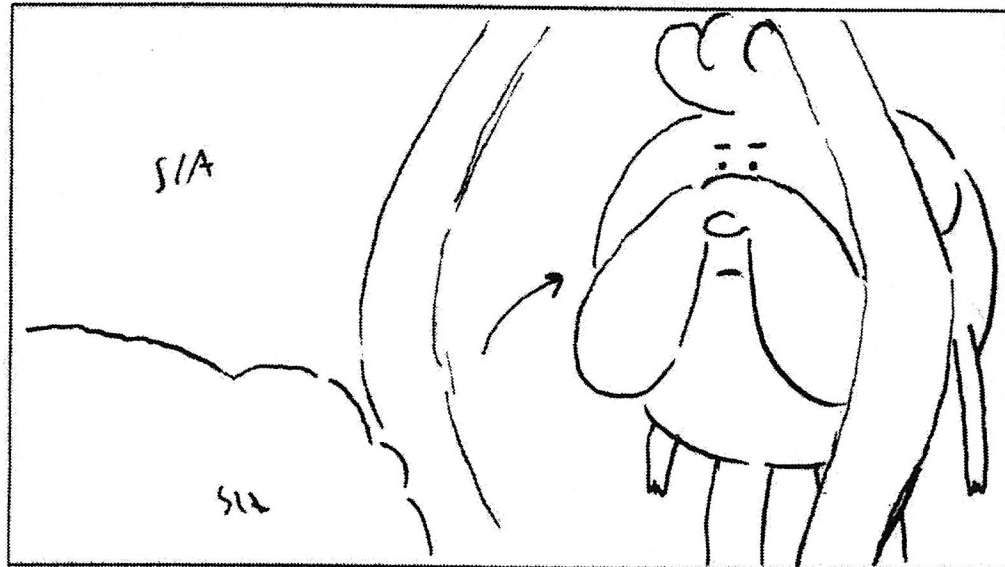


Ho
Cut

Sc. 155 CONT Pnl. C

Bg.

day night

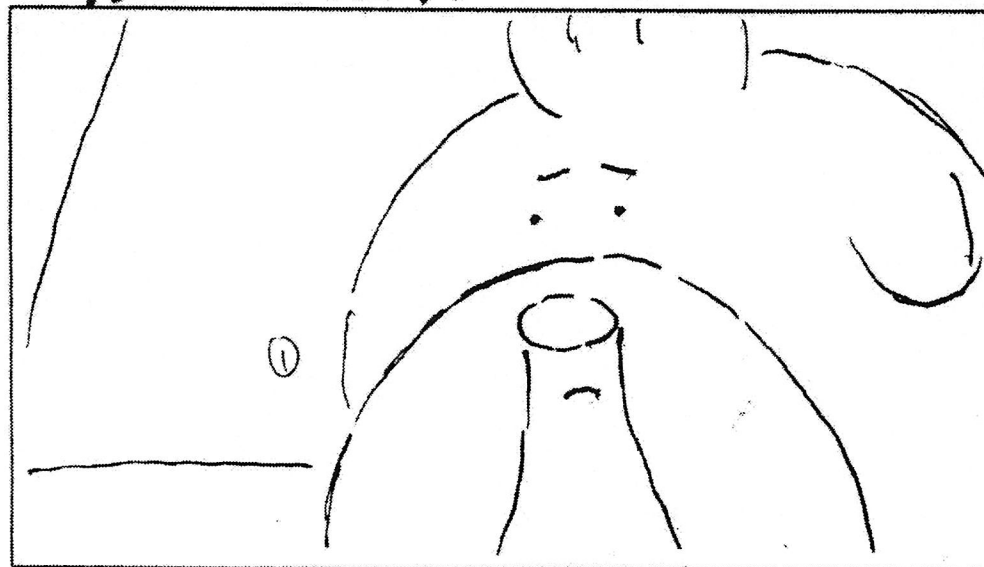


Sc. 156

Pnl. A

Bg.

Page 207
day night



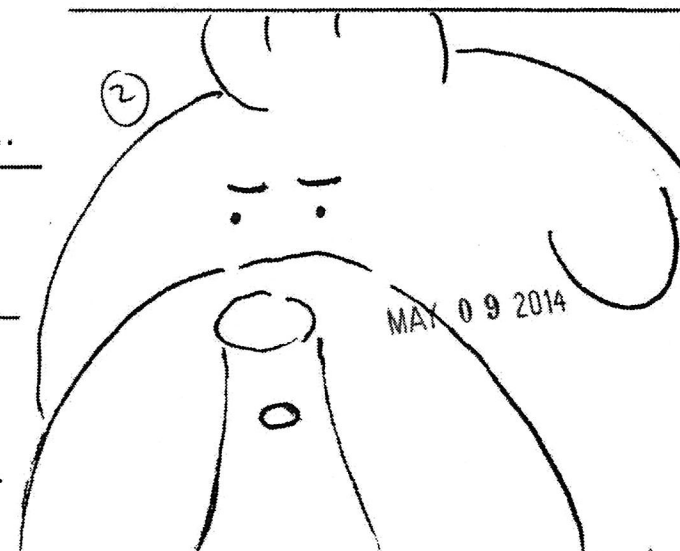
Dialog:

G: GO.

Jake: (o/s) But...

Action:

Timing:



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1025/184

Cut

ADVENTURE TIME



Ho
Cut

Sc. 157

Pnl. A

Bg.

day night

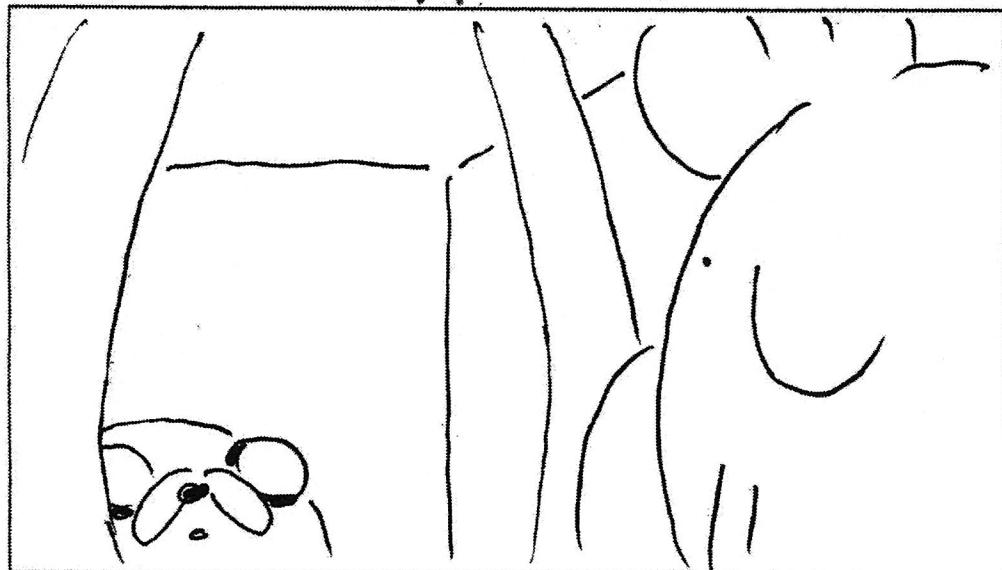


Sc. 158

Pnl. A

Bg.

Page 208
day night



Dialog:

I: BUT...WHAT IF ERIK
ADDAMKIMSON IS RIGHT?

I: WHAT IF

Action:

Timing:

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Production :

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ADVENTURE TIME

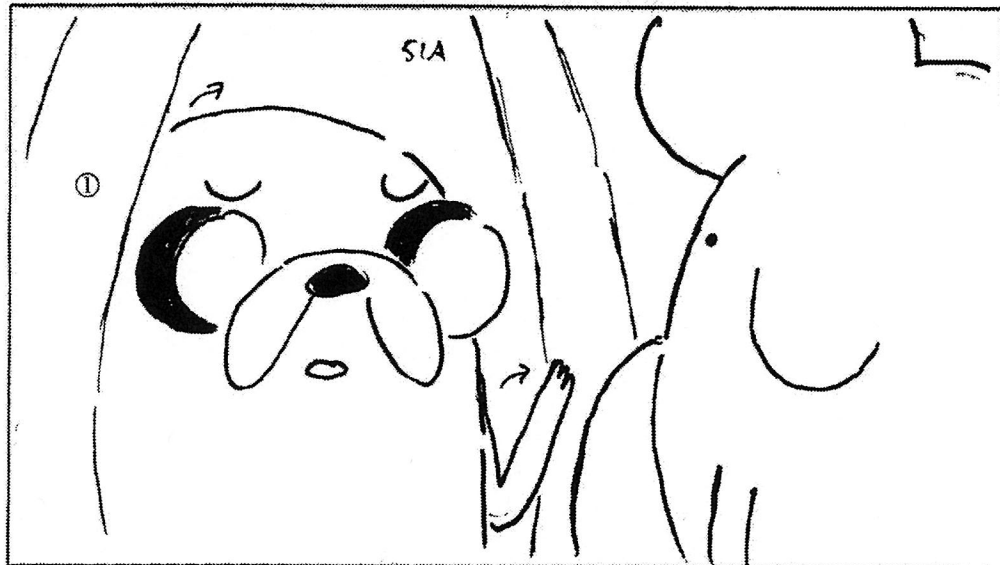


HN
Cut

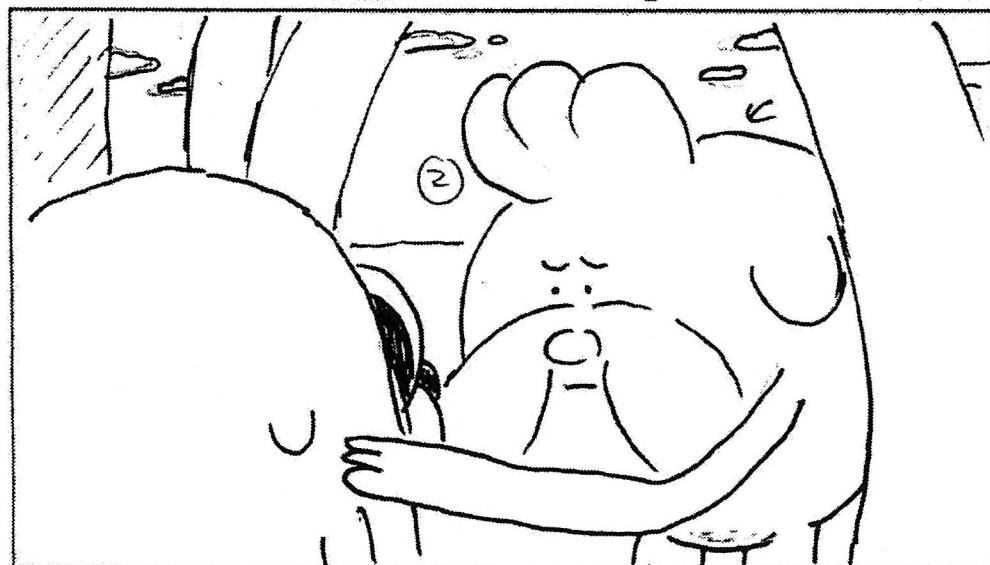
Page **209**
day night

HN
Cut

Sc. 158 *cont* Pnl. B Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog:

J : YOU AND ALL THE JAY PEERS DISAPPEAR
AND I CAN'T BRING YOU BACK ?

Action:

- J STANDS UP

Timing:



- G PUTS HIS HAND
ON JAKES SHOULDER



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Ho
Cut

ADVENTURE TIME

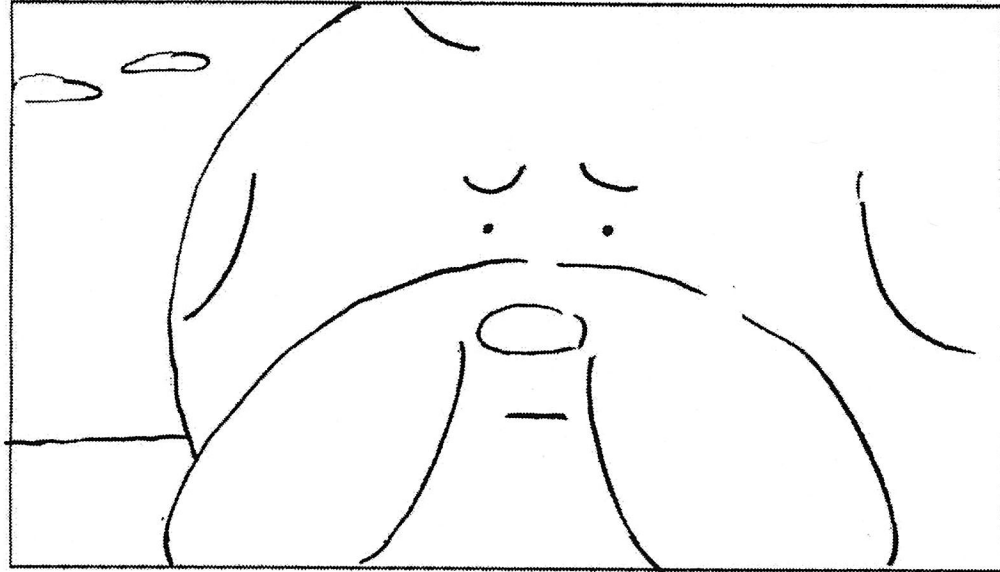


Sc. 160

Pnl. A

Bg.

day night

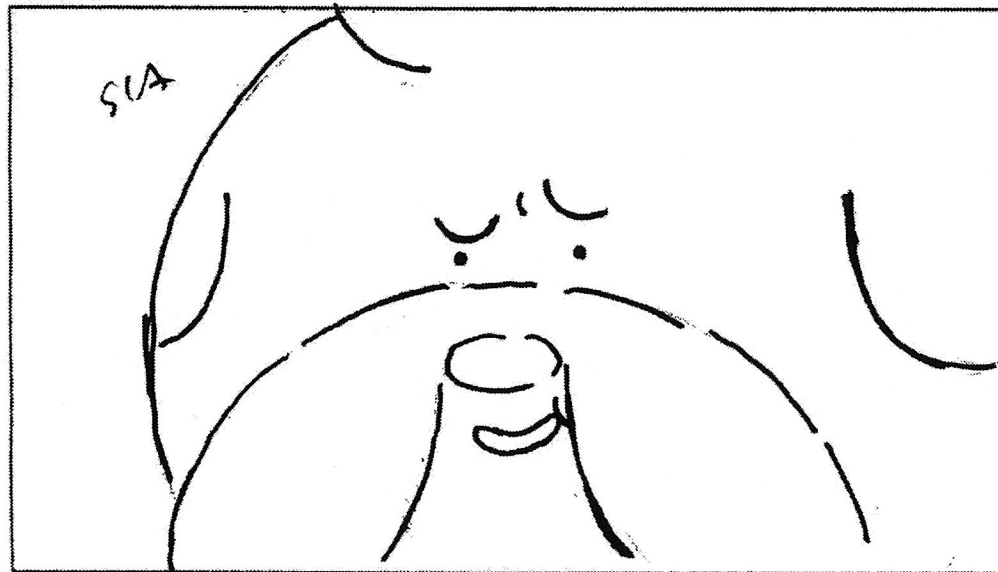


Sc. 160 CONT

Pnl. B

Bg.

Page 210
day night



Dialog:

G: TREN YOU WON'T HAVE TO
PAY ME BACK THAT 5 BUCKS.

Action:

Timing:

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Production :

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1025/184

1025/184

Cut

ADVENTURE TIME



Page **211**
day night

Sc. 161

Pnl. A

Bg.

day night



Sc. 161 *CONT* Pnl. B

Bg.

day night



Dialog:

J: BUT... EUH!

Action:

- J TEARS UP

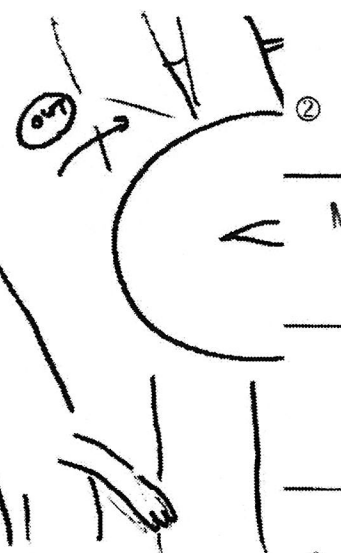
Timing:



J: EUH!

SFX: *SLAP*

- G SLAPS JAKE
ON BOTH CHEEKS
WITH HIS
JOWEL (CONT NEXT
PANEL)



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Production :

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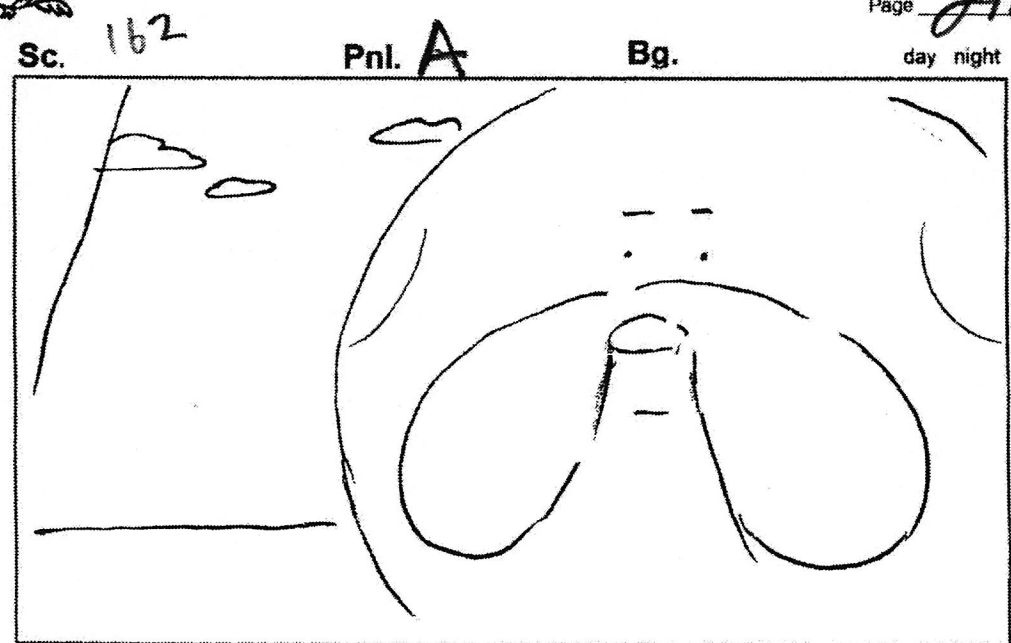
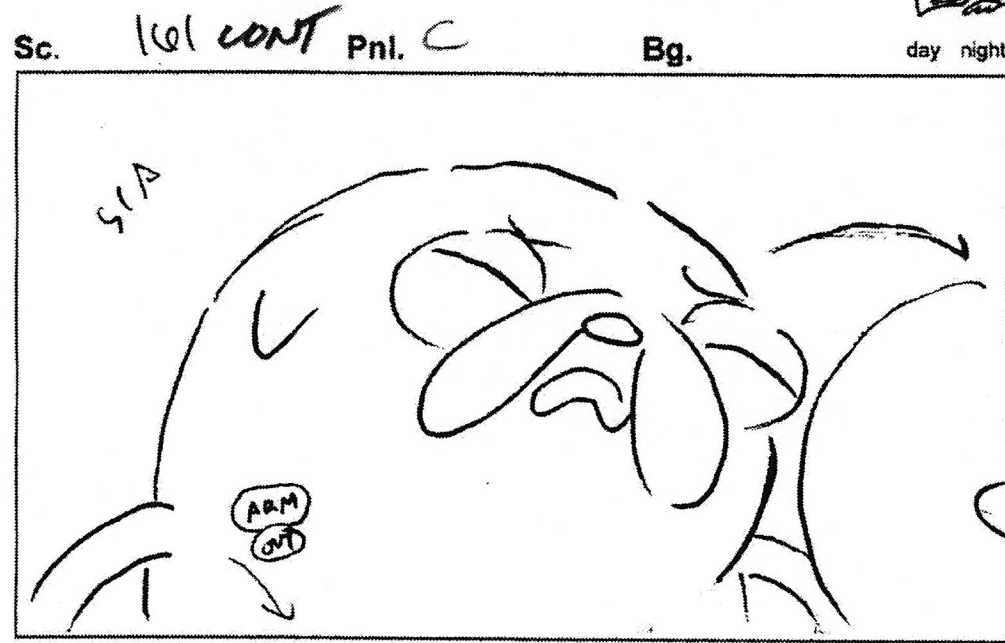
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ADVENTURE TIME



Cut



Dialog:
J: EUH! SEX: * SLAP *
Action:
Timing:

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Production :

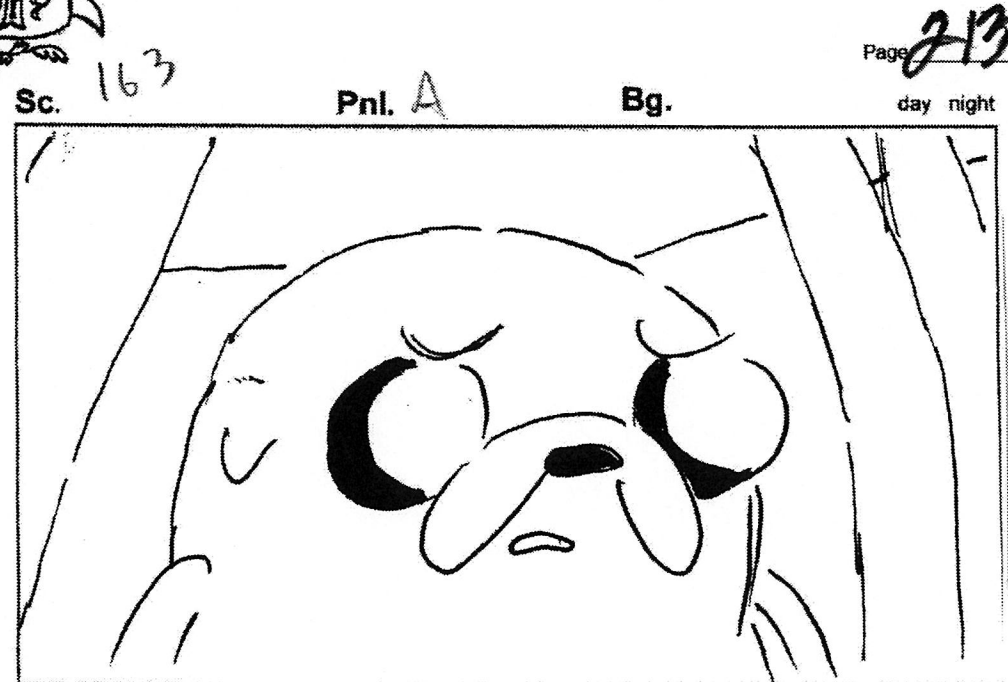
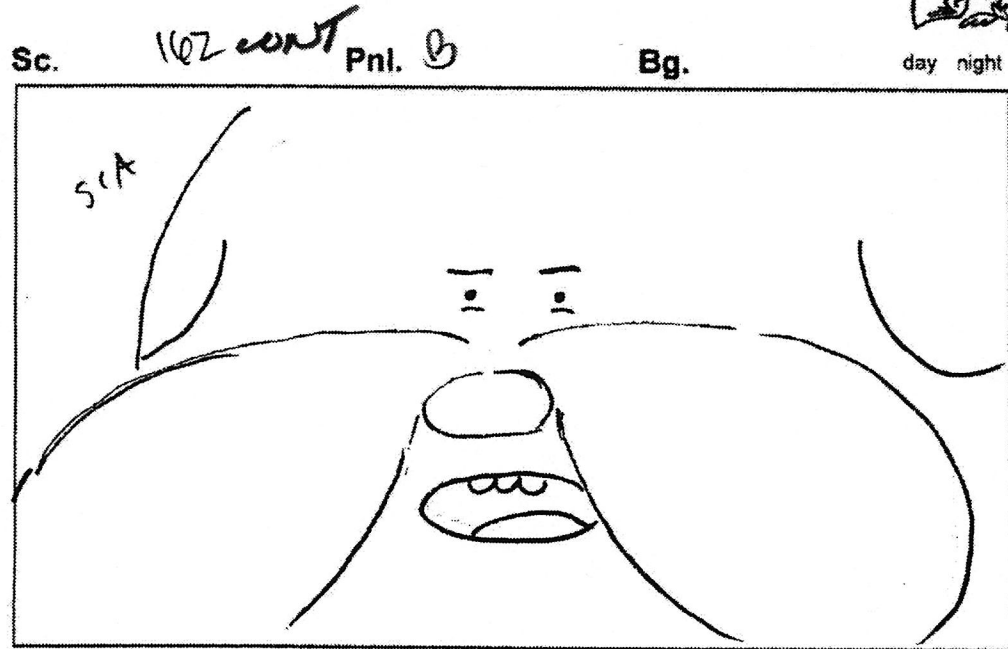
1025/184

1025/184

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ADVENTURE TIME



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Dialog:

G: GO - EAT, JAKE!

J: WHU... OK
[INHALES]

Action:

- G LEANS FORWARD

Timing:

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ADVENTURE TIME



Sc.

103 CONT Pnl. B

Bg.

day night



Sc.

103 CONT Pnl. C

Bg.

day night



Dialog:

J : [EXHALE]

J : [SLOW, BIG INHALE]

Action:

Timing:

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Page

214

Ho Cut

1025-184

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Production :

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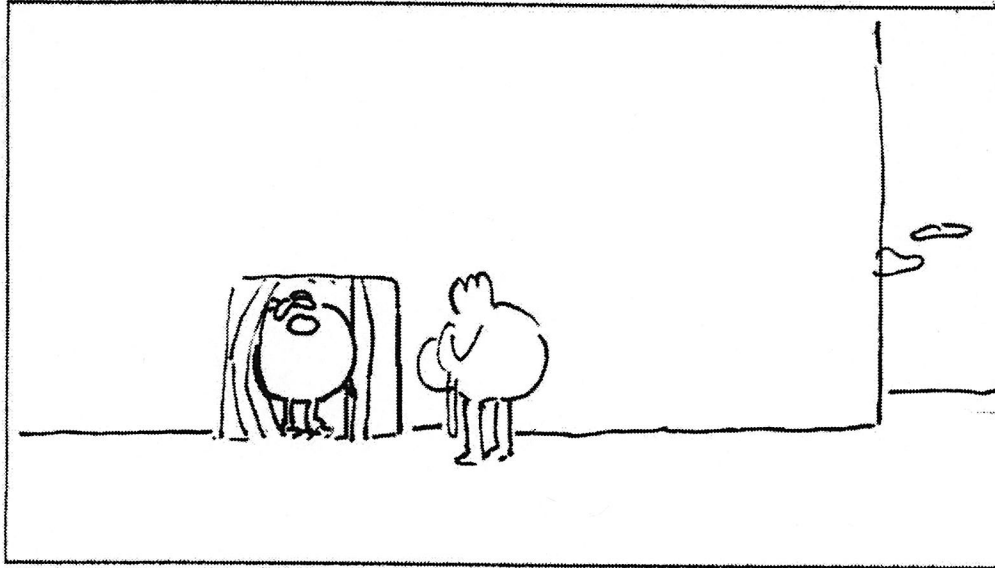
1025/184

Hu
Cut

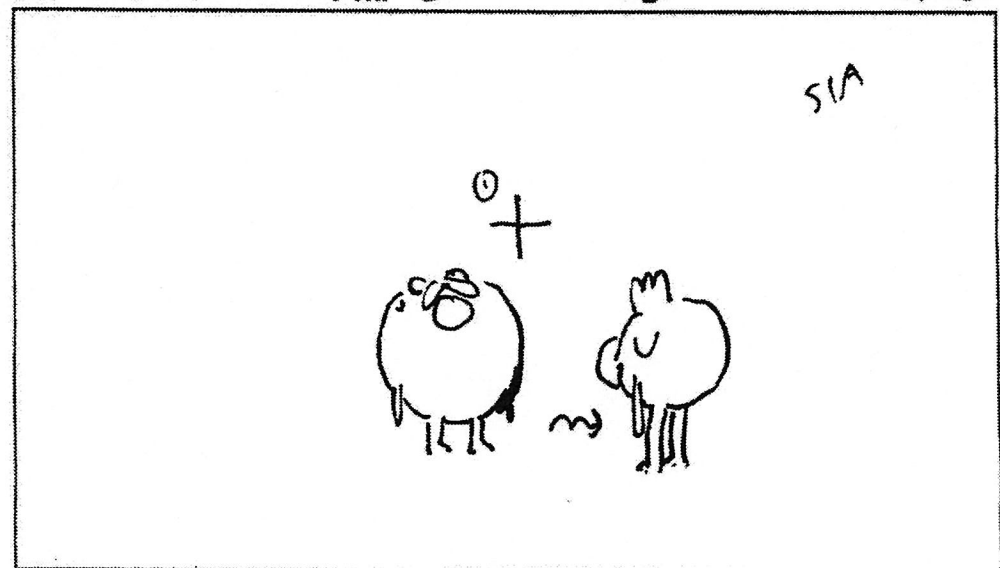
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 164 cont Pnl. B Bg. day night



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Hu
Cut

1025-184

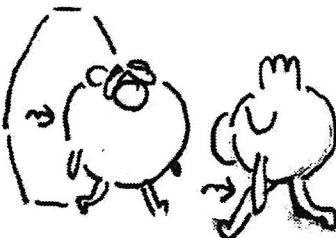
EPISODE #

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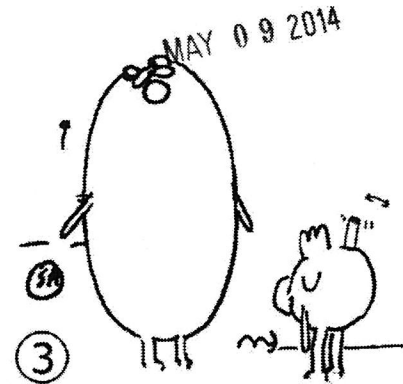
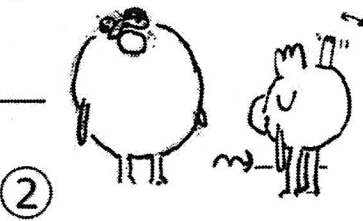
Dialog: J: [CONT INHALE]

Action: - J WALKS OUT OF PRISON,
HIS BODY INFLATING

Timing:



- JAKE INFLATES
- G. BACKS UP.



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1025/184

He
Cut

ADVENTURE TIME



Sc.

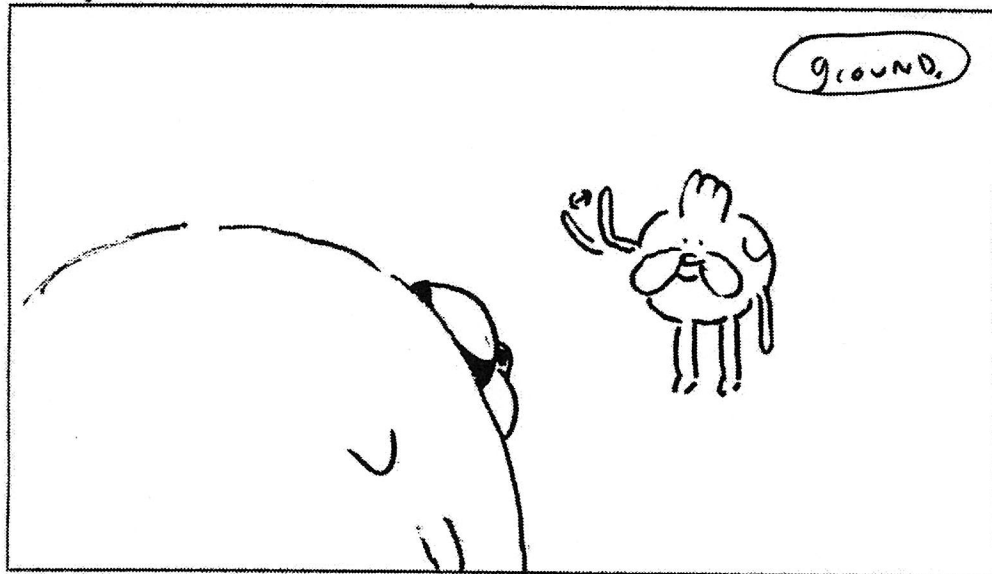
165

Pnl.

A

Bg.

day night



Sc.

165

cont

Pnl.

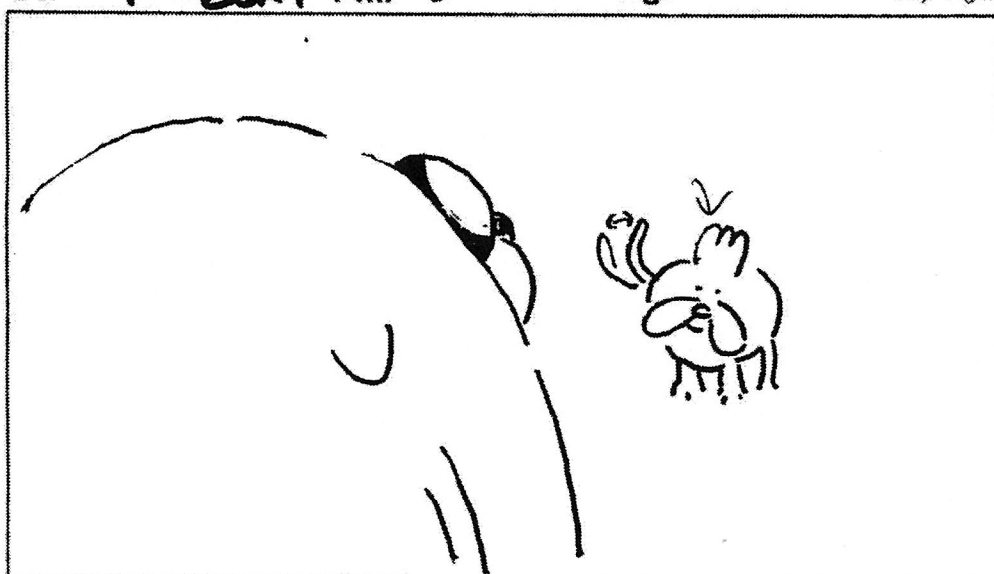
B

Bg.

Page

216

day night



Dialog:

Action:

- GOOSE WAVES AS HE GETS ABSORBED INTO GROUND
- JAKE GROWS BIGGER

Timing:

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Production :

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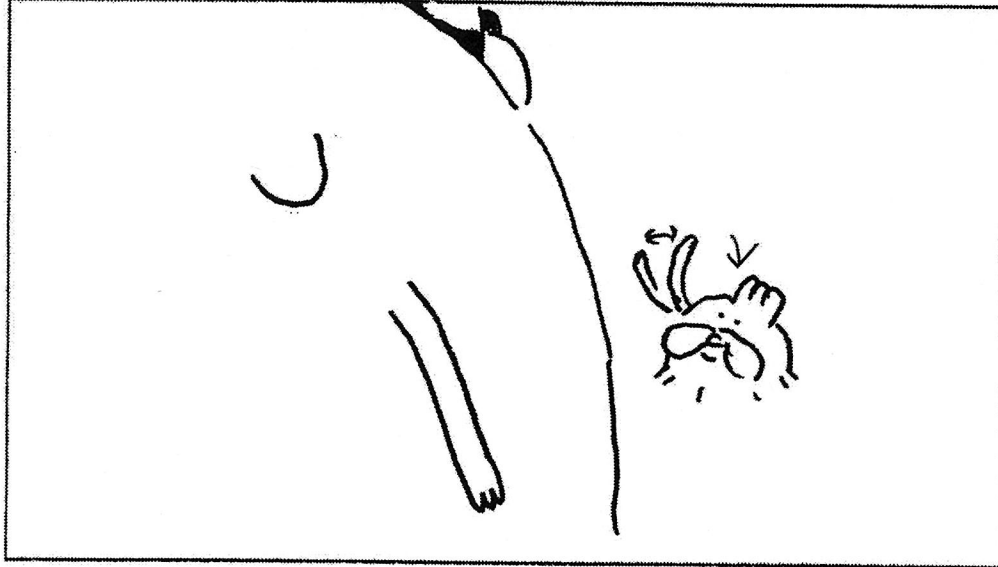
Sc.

165 *cont*

Pnl. C

Bg.

day night



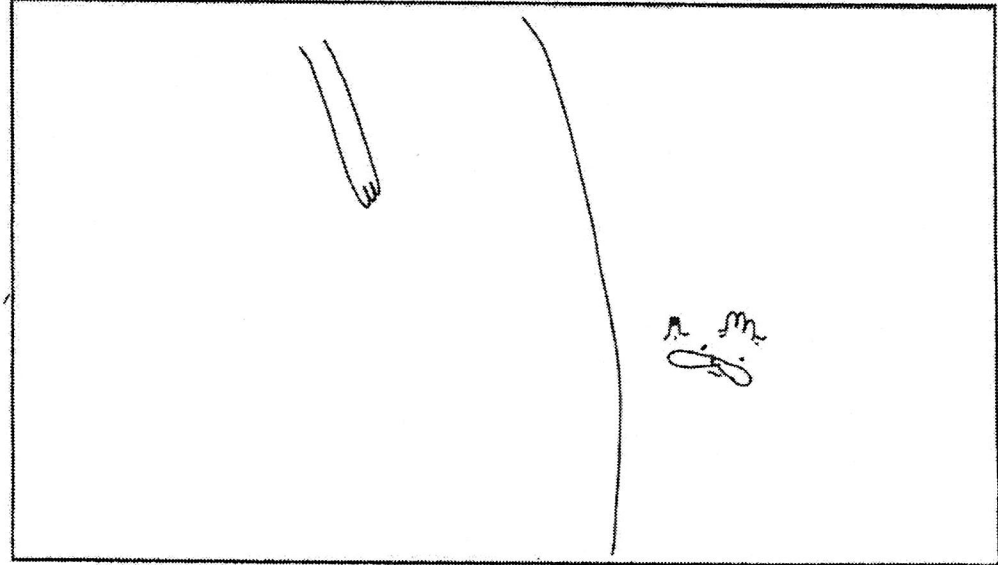
Sc.

165 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

- JAKE GROWS BIGGER
- GOOSE SINKS DOWN

Timing:

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ADVENTURE TIME

no scene 166



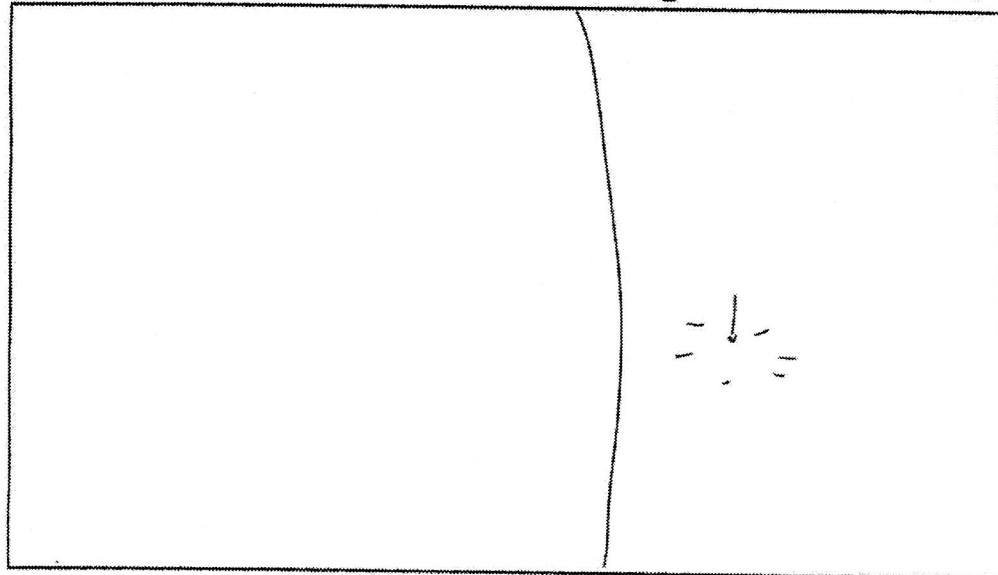
Cut

Sc. 165 *CONT*

Pnl. *E*

Bg.

day night

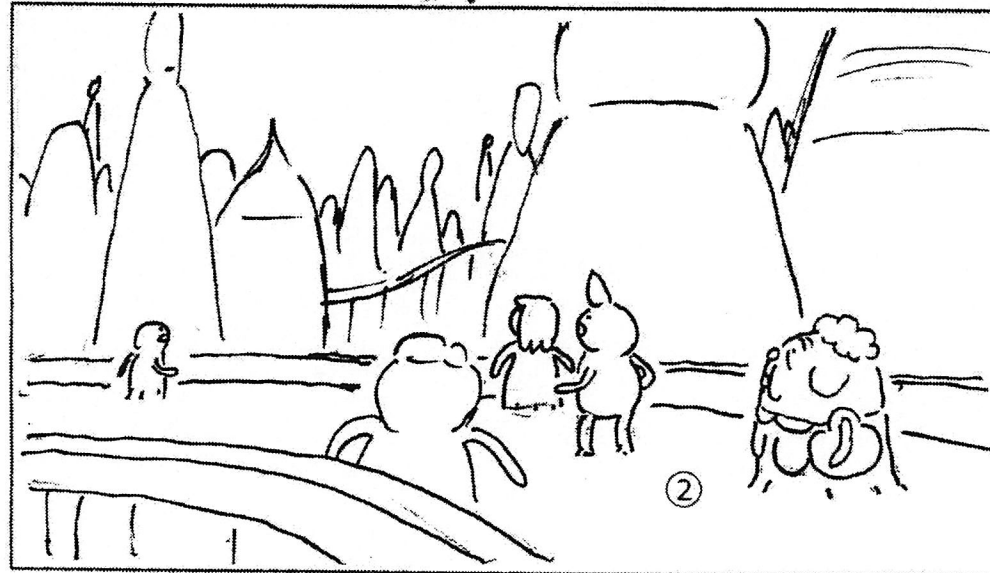


Sc. 167

Pnl. *A*

Bg.

Page *218*
day night



Dialog:

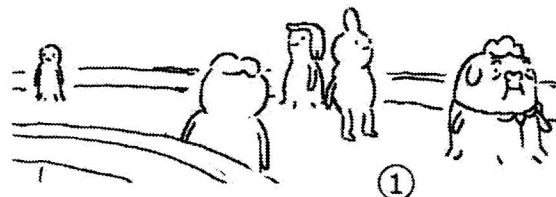
J. PEOPLE
SFX: CURIOUS WALLA

Action:

goose gets absorbed

- JAKE COMES UP FROM BEHIND BRIDGE

Timing:



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Production :

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1025/184

ADVENTURE TIME

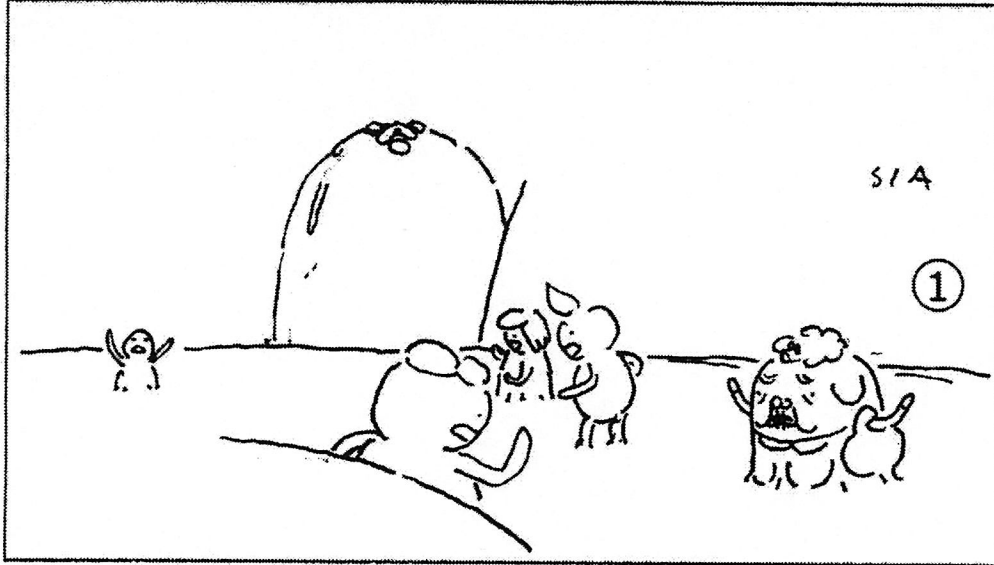


Sc.

167 *CONT* Pnl. B

Bg.

day night

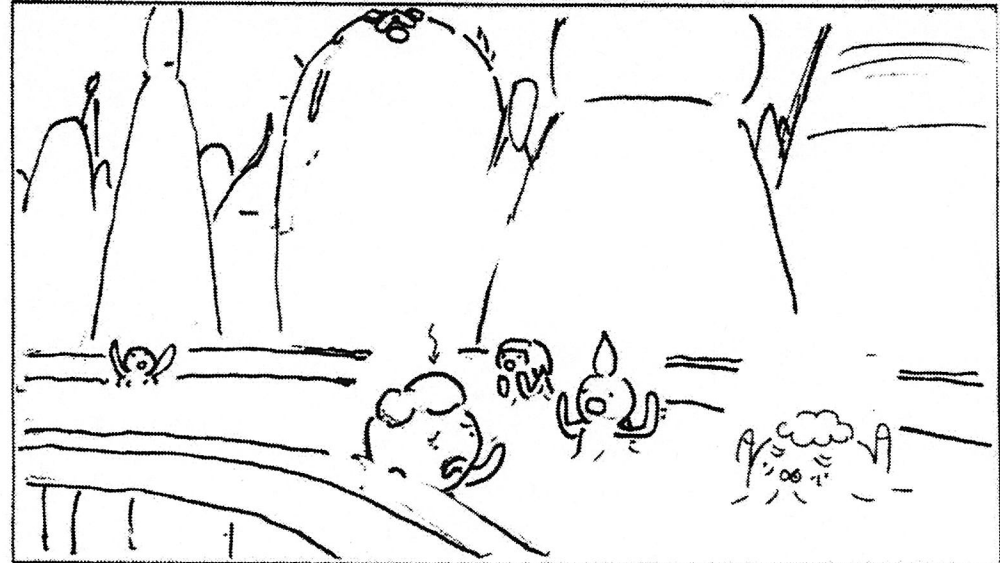


Sc.

167 *CONT* Pnl. C

Bg.

day night



Dialog: J. PEOPLE

SFX : SOUNDS OF SURPRISE
THEN PANIC

Action: - PEOPLE GET ABSORBED

- JAKE
RISES

Timing:



2

jake continues to grow

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Production :

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ADVENTURE TIME



Cut

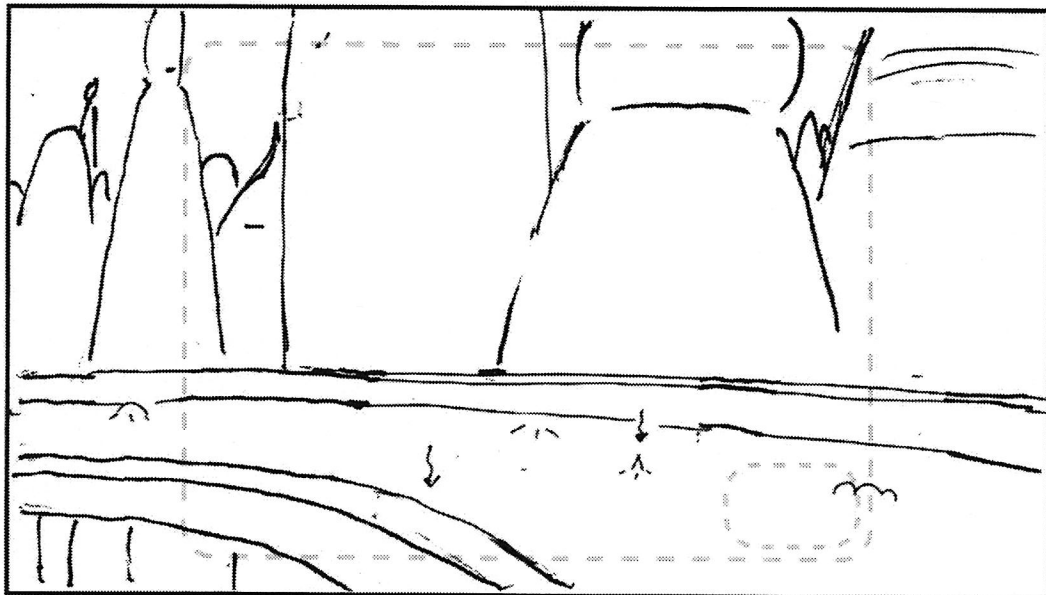
NO SC
168

Page 220

Sc. 167 *CONT* Pnl. D

Bg.

day night

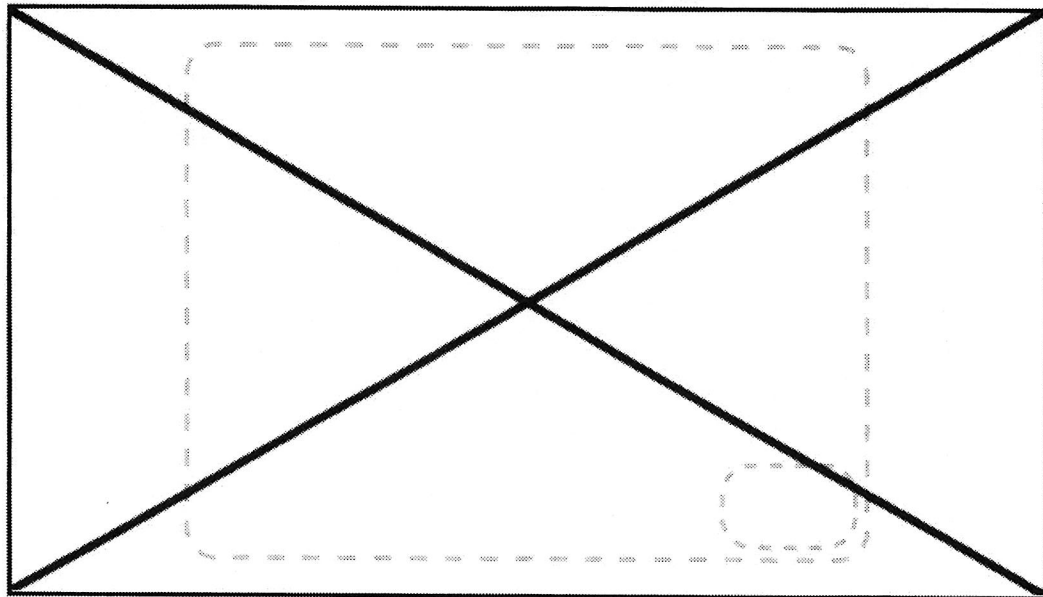


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- people completely absorbed
- jake continues to grow

Timing:

MAY 08 2011

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Production:

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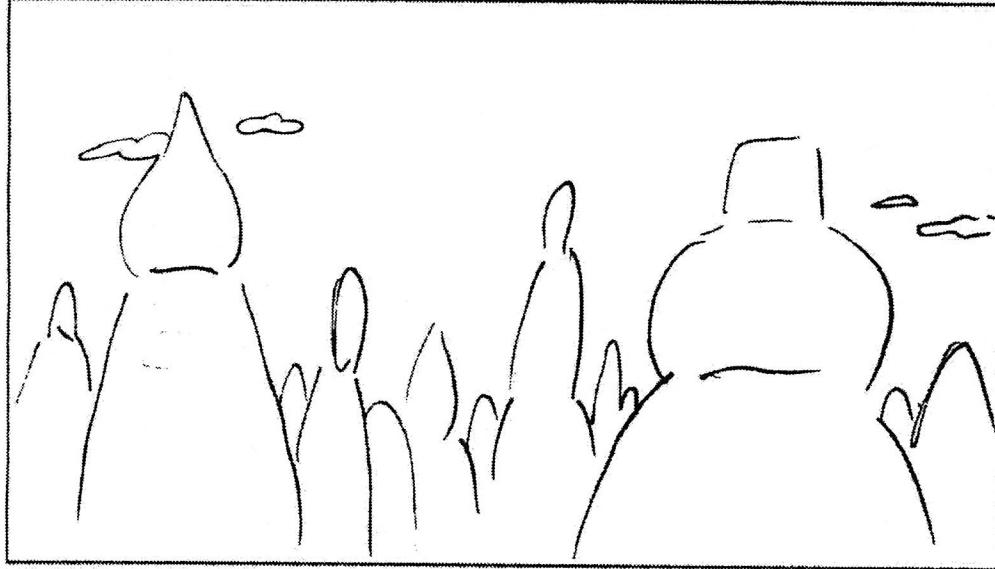
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ADVENTURE TIME

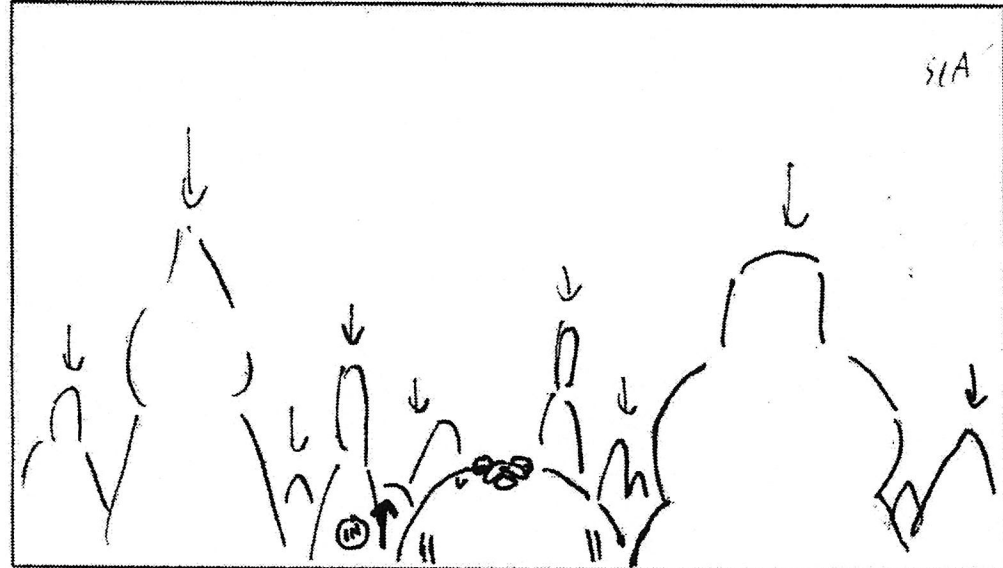


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Sc. **169** Pnl. **A** Bg. day night



Sc. **169 CONT** Pnl. **B** Bg. day night



Dialog:

J : [YELLING / GROWLING]

Action:

- BUILDINGS DESTROYED
- JAKE ASCENDS INTO FRAME

Timing:

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ADVENTURE TIME



Sc. 169 *CONT*

Pnl. C

Bg.

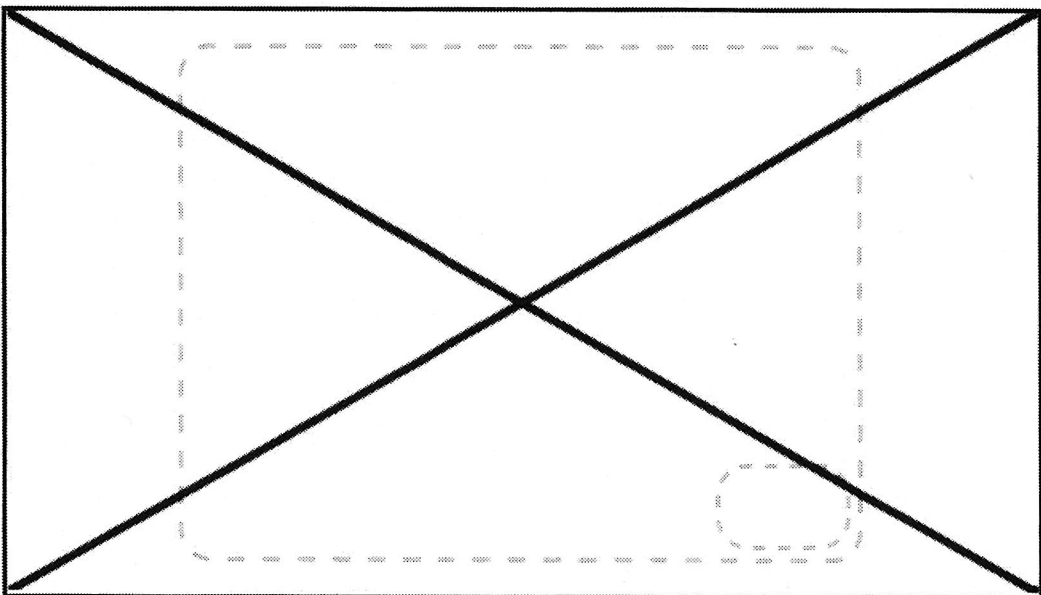
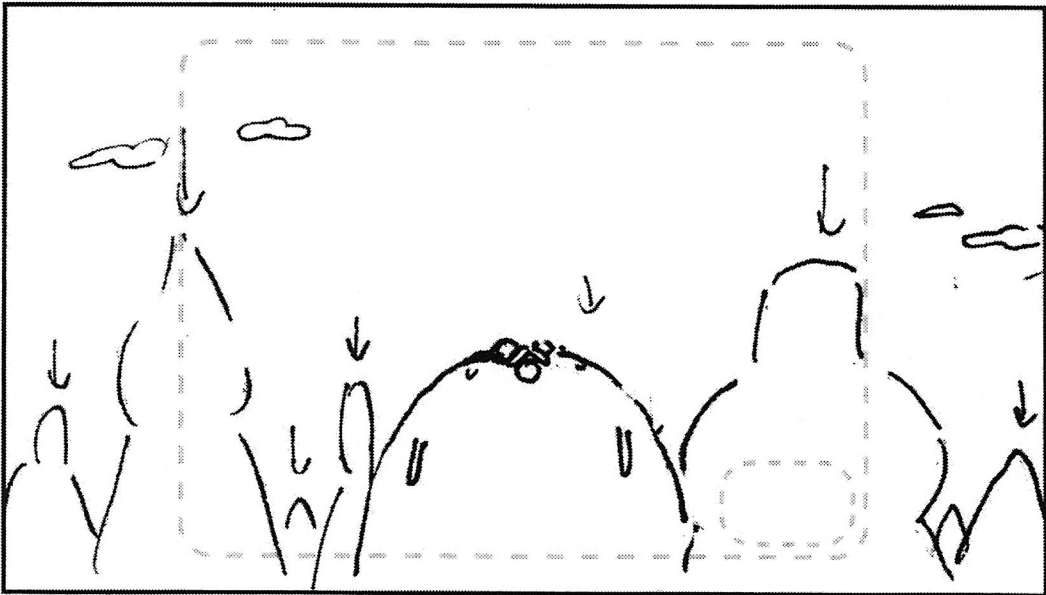
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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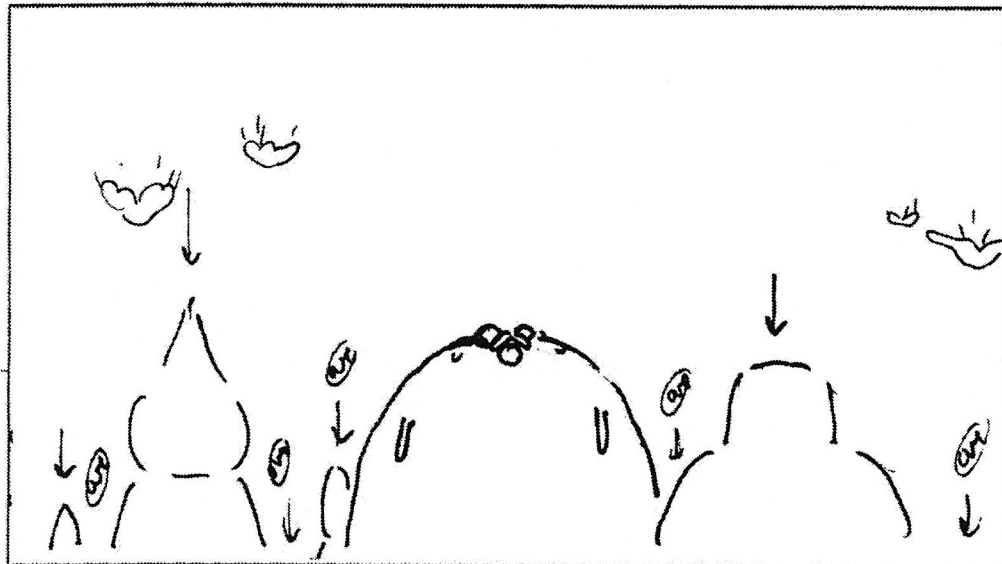
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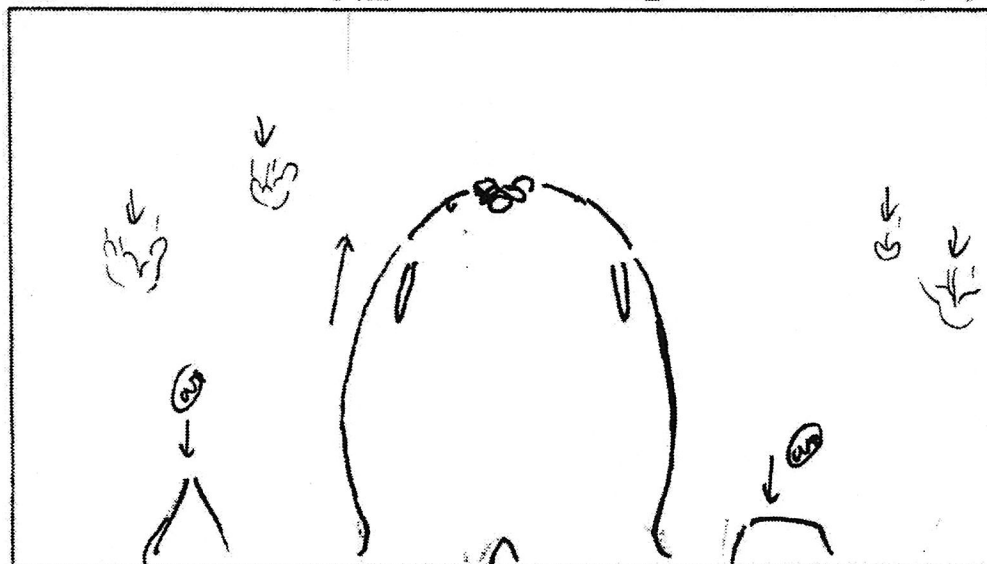
ADVENTURE TIME



Sc. 109 *CONT* Pnl. D Bg. day night



Sc. 109 *CONT* Pnl. E Bg. day night



Dialog:

I: (CONT) YELLING/GROWLING

Action:

- JAKE ASCENDS WHILE BUILDINGS
DESCEND OFFS
- CLOUDS START GETTING PULLED DOWNWARD

Timing:

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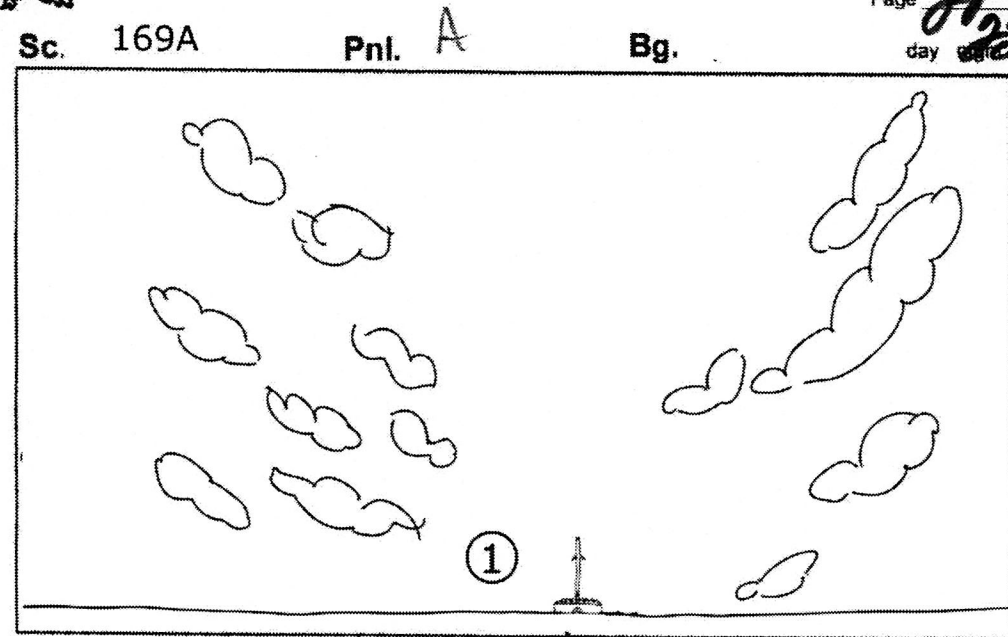
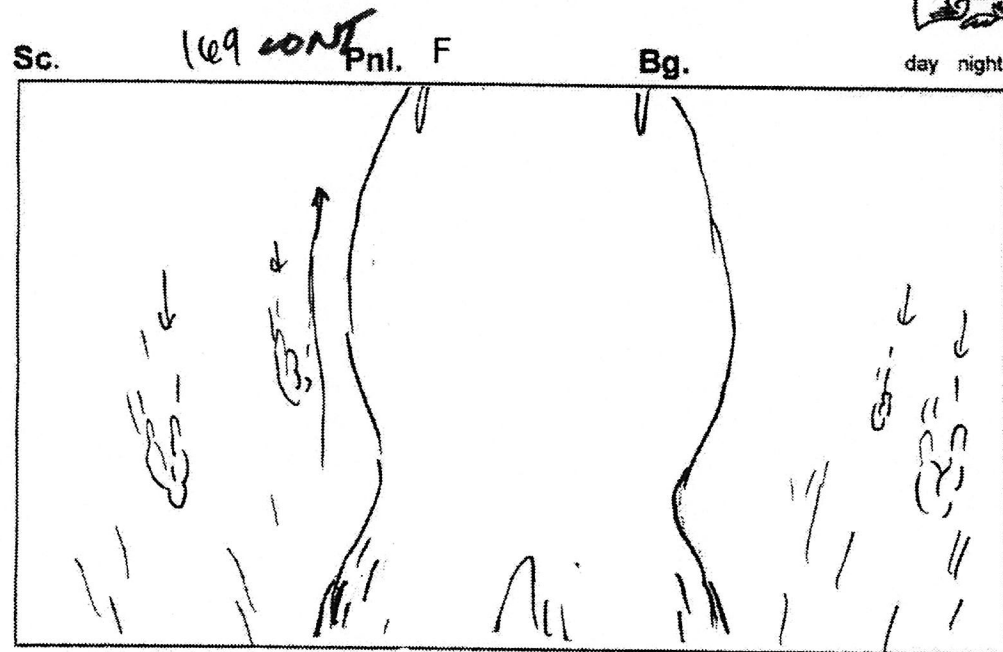
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ADVENTURE TIME



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224A NEXT

Dialog: I: YELLING/ GROWLING

Action:

Timing:

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ADVENTURE TIME

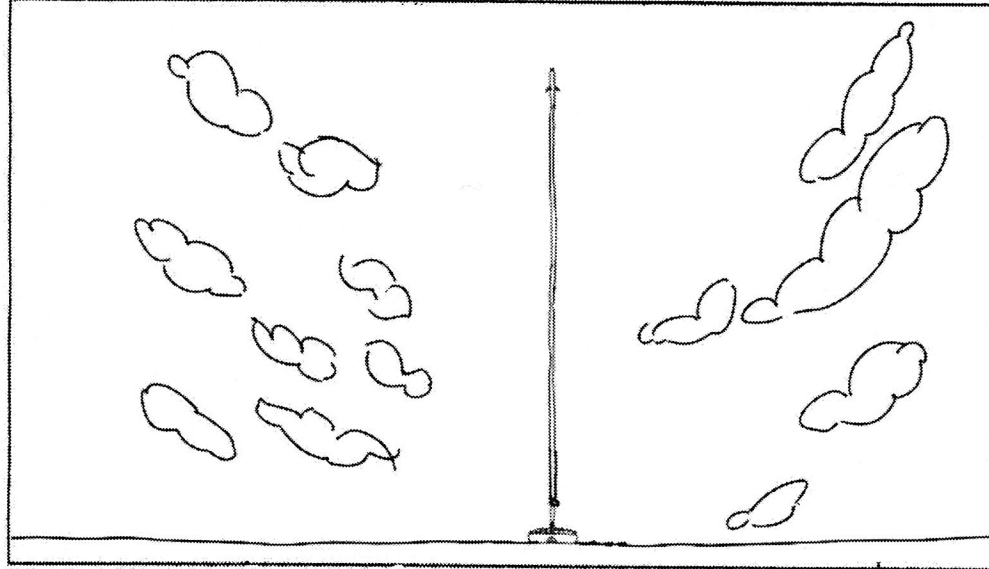


Ho
Cut

Sc. 169A *CONT* Pnl. B

Bg.

day night



Sc. 170

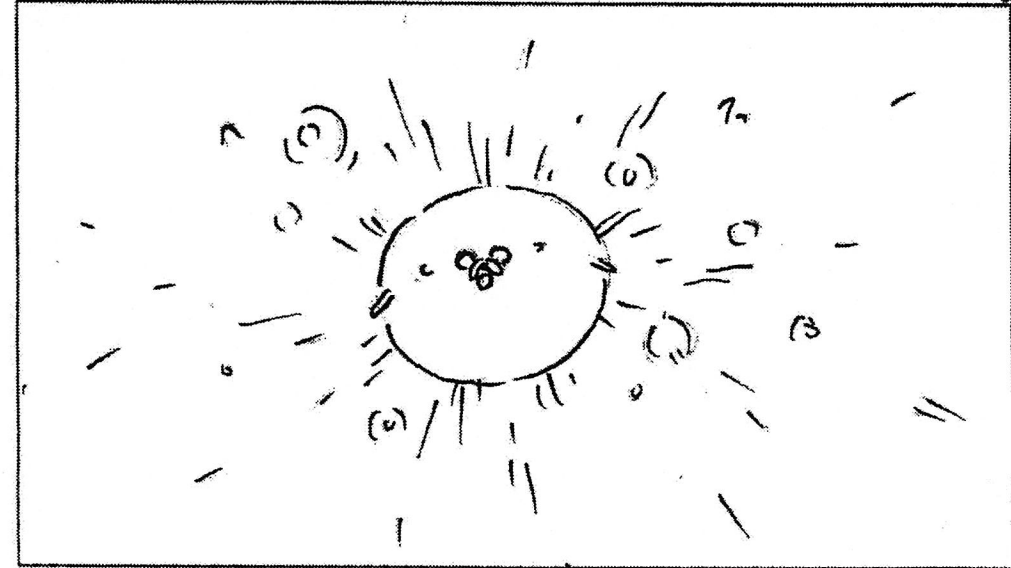
Pnl. A

Bg.

Page

224A
225 NEXT

day night



Dialog:

I: YELLING/ GROWLING

Action:

Cal Sp

Timing:

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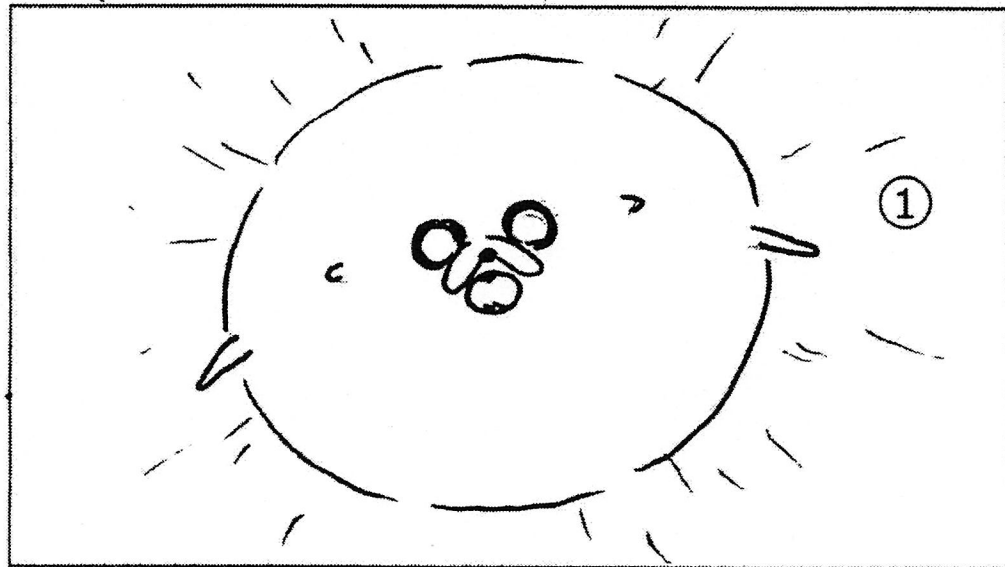
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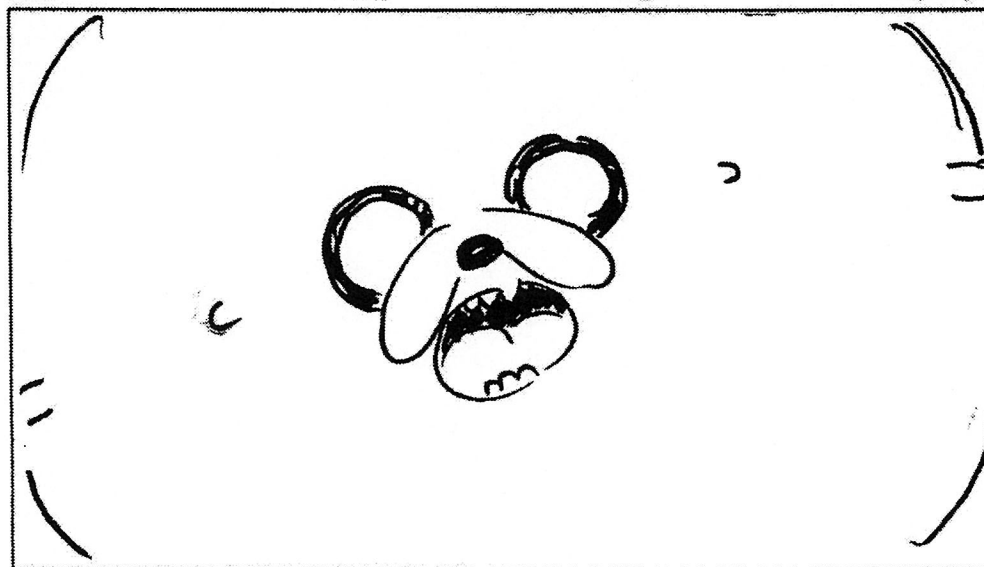
ADVENTURE TIME



Sc. 170 *CONT* Pnl. B Bg. day night



Sc. 170 *CONT* Pnl. C Bg. day night Page *225*



Dialog:	J : YELLING / GROWLING →
Action:	- J COMES TOWARD CAMERA GETTING BIGGER AND BIGGER
Timing:	

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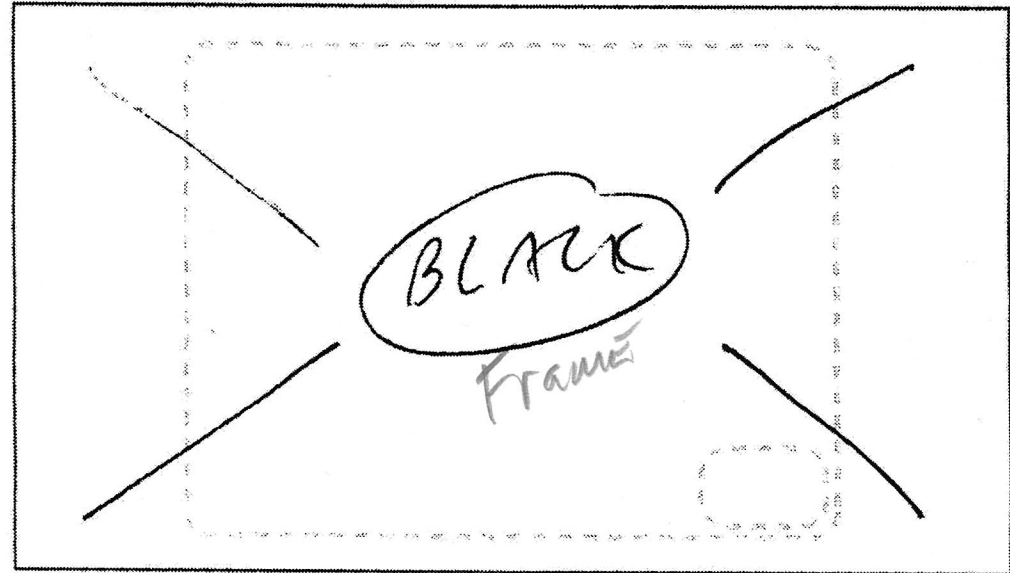
ADVENTURE TIME



Sc. *170 CONT* Pnl. *D* Bg. day night



Sc. *170 CONT* Pnl. *E* Bg. day night



Dialog:

Action:

- BLACK OF JAKES MOUTH
OVERTAKES THE SCREEY

Timing:

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day night

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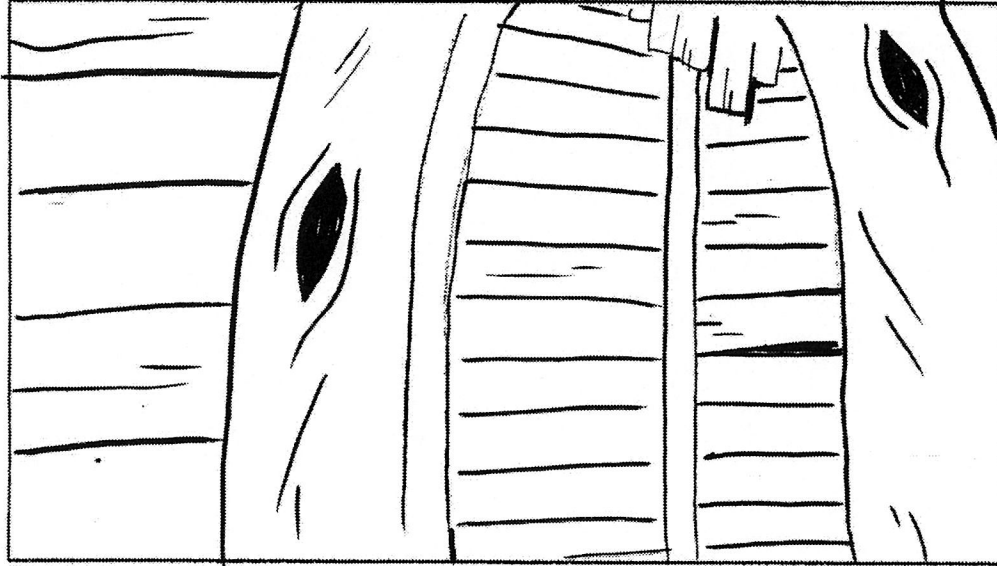


Sc. 171

Pnl. A

Bg.

day night

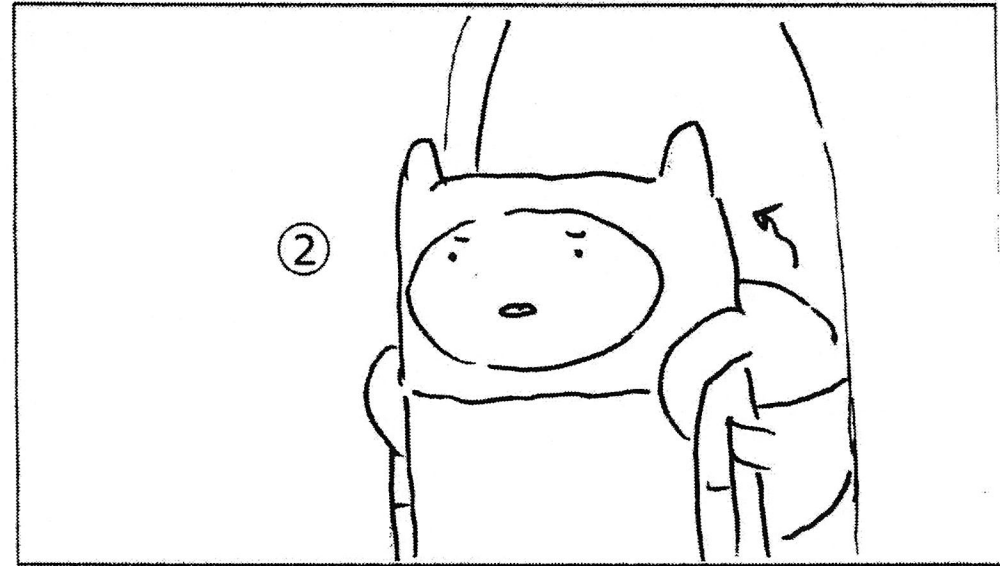


Sc.

171 CONT Pnl. B

Bg.

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day night



Dialog:

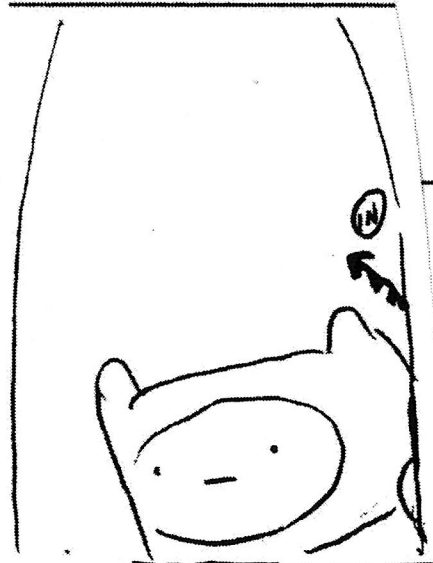
Action:

Timing:

- FADE IN

- FINN COMES UP THE STAIRS

61



E: UH... JAKE?

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Ho
Cut

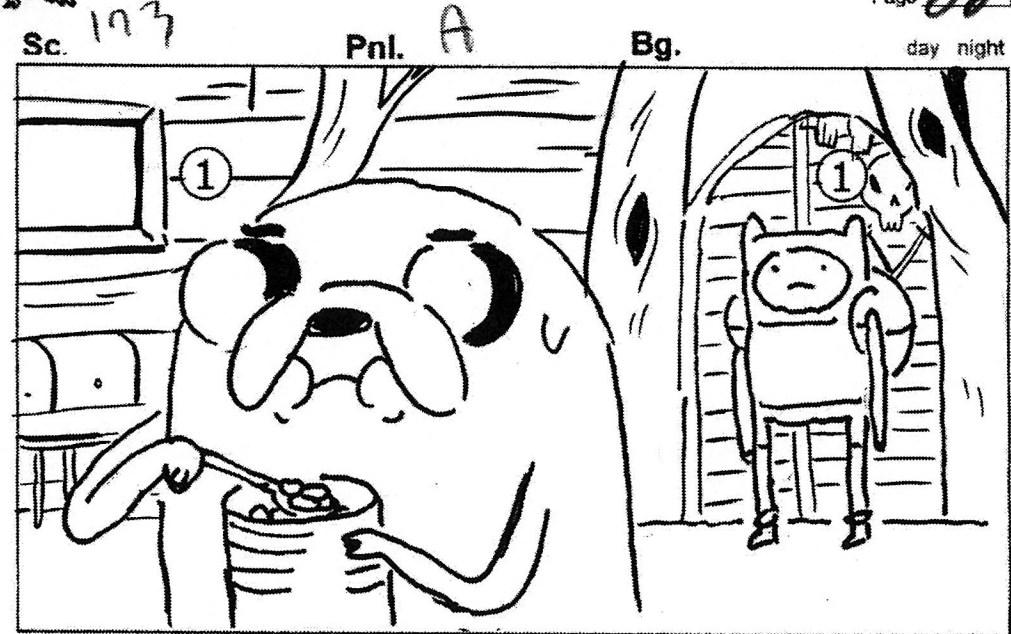
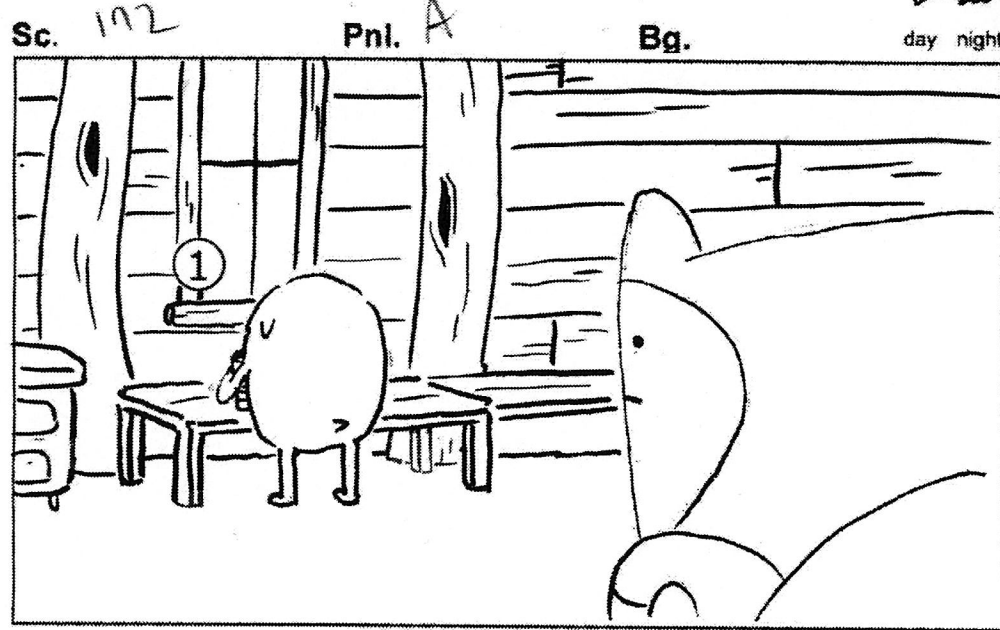
ADVENTURE TIME



Ho
Cut

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Ho
Cut



Dialog:	SAX : SPOON SCRAPING AGAINST TIN		J : UH.. WHAT'S GOIN' ON MAN feelin' okay?	
Action:				
Timing:			MAY 09 2014	

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ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
104	A			

Dialog:

Action:

Timing:

J: [CHW]

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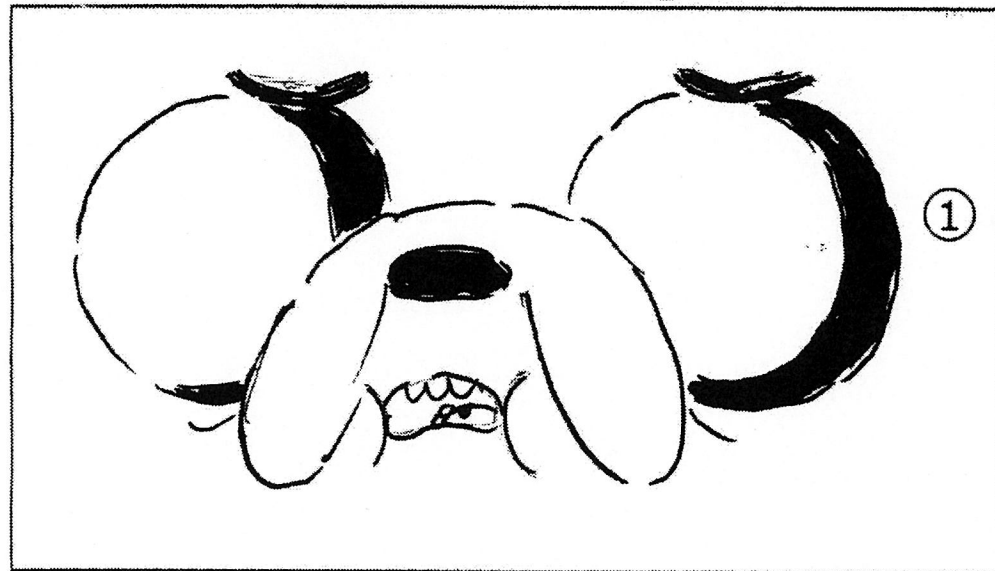
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ADVENTURE TIME



Sc. 174 *CONT* Pnl. B Bg. day night



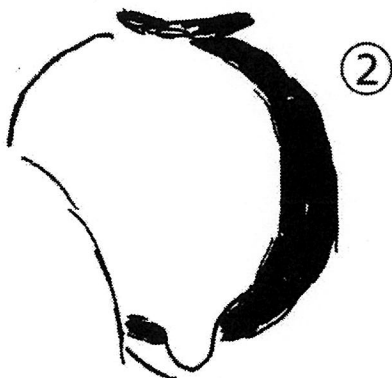
Dialog:

*J: JUST GETTING
A SNACK, GOOSE*

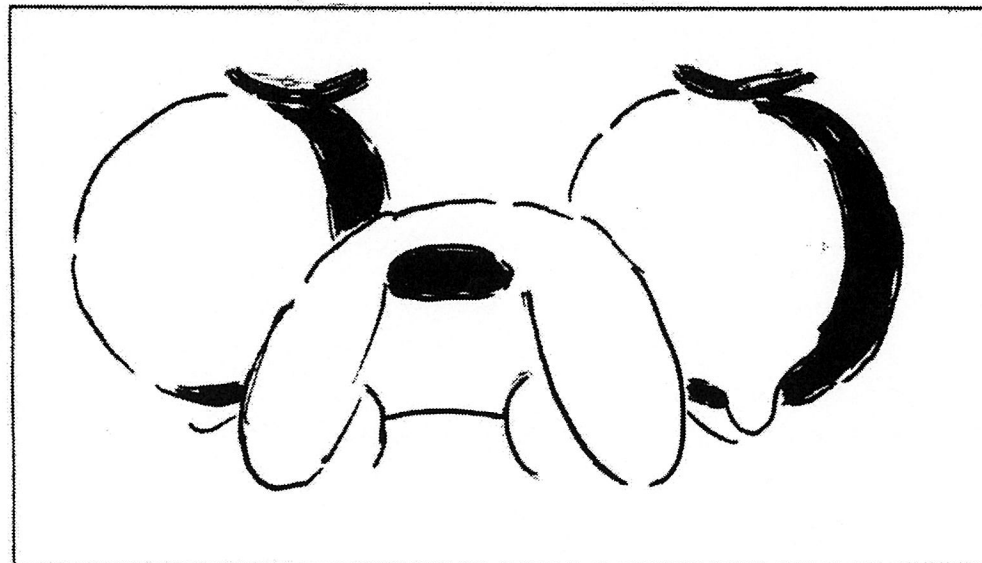
Action:

*← A SINGLE TEAR
FORMS IN
JAKE'S EYE*

Timing:



Sc. 174 *CONT* Pnl. C Bg. day night Page *230*



mouth close

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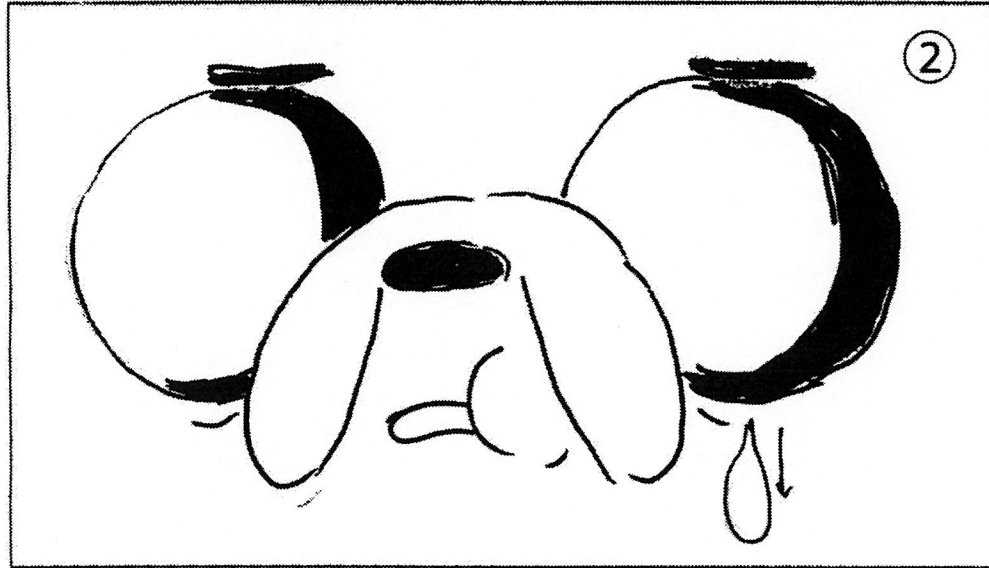
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Sc.

174 *cont* Pnl. D

Bg.

day night

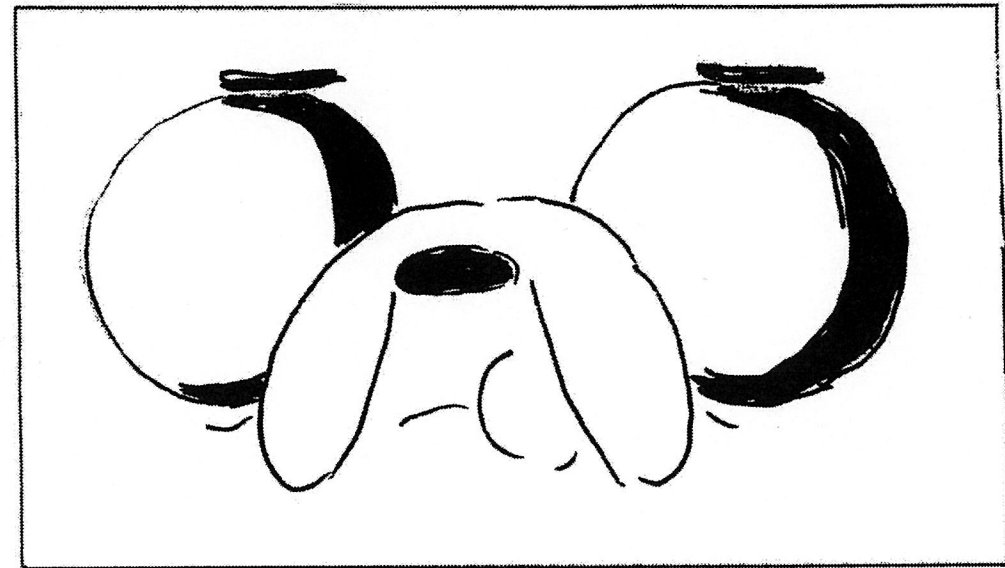


Sc.

174 *cont* Pnl. E

Bg.

day night

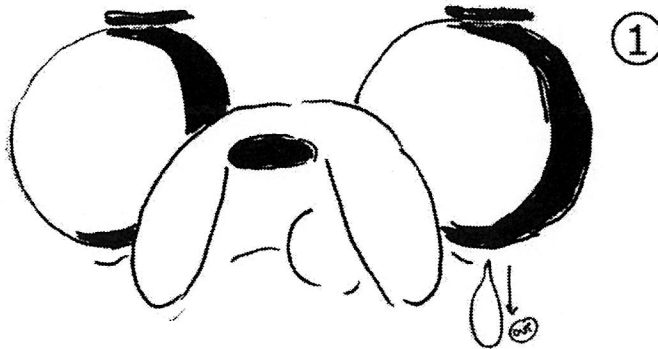


Dialog:

J: JUST getting a snack

Action:

Timing:



- TEAR SLIDES DOWN OFF/S

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EOP

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EPISODE #

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Production :

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